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- HIDDEN CHARACTERS
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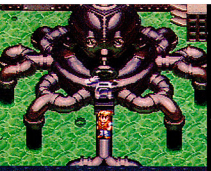


STRATEGY GUIDE WITH ALL THE MOVES AND COMBOS

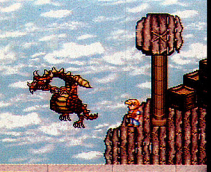
DONKEY KONG COUNTRY 2

8 PAGES OF MAPS AND TIPS ON DIDDY'S QUEST

$4.99/$6.50 Canada/£3.00
December 1995
Volume 3, Issue 6
12
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THE FORCE OF EVIL
THE FORCE OF GOOD HAS

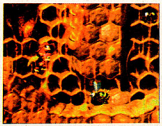
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Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a monkey? It **ain't pretty.**)



Look alive! There's more kidden stuff than ever.



Now there are smarter Kremlings out to slap your monkey around. Ouch!

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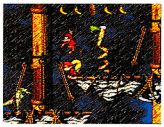


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Diddy's back and better than ever.

Fasten your seat belt. This monkey's coming full throttle. Donkey Kong Country 2: Diddy's Kong Quest™. Sleek, stylish and fully loaded. With ACM graphics, 32 megs and so many new levels, it even outperforms last year's model. But don't take our word for it. Let Diddy take you once around the park — sunken pirate ships, roller coasters, beehives. (Watch the sticky stuff!)



Torrential rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.



Dixie twirls her ponytail to fly chopper style—talk about a buzz cut!


HAS AN UGLY FACE.
AN EVEN UGLIER ONE.
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ADVENTURE
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M2...IS IT TOO LATE?

M2...will it be 3DO's savior or is it too late? In a recent interview, Hugh Martin, the new president of 3DO, announced that the M2 will not be coming out until the fall of 1996. With the PlayStation and Saturn both out and Nintendo's Ultra 64 presently scheduled for an April 1996 launch in the States, one question that must be running through the heads of the shirts at 3DO/ Panasonic is: Will there be any "early adapters" (those of you who must be the first to buy the latest products) left to buy their M2, even though it will be the fourth new system to hit the stores?



Sega started first and captured a fair share of the early adapters, but as sales have verified, an even larger percentage of the early adapters **JUMPED ON THE PLAYSTATION'S BANDWAGON.** When the Ultra 64 hits, an even larger number of players will finally make a next-generation commitment. Who and how many will wait for the M2? Probably not many, because by Christmas of 1996, the Saturn and PlayStation will already be going into their $199 to $249 price-reduction phase. A new system just won't be competitive with systems that will be cheaper and have libraries of games numbering in the hundreds.

by Ed Semrad Editor in Chief

The M2 will also have other disadvantages. The hardware will be made by a company that may not want, or be able to, get into a price war with the other systems. **PANASONIC HAS BEEN VERY SLOW** in offering price reductions on the 3DO, and there aren't any signs that it would be willing to take a loss on the hardware.

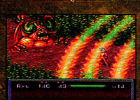
Also, without killer software, any system would have a hard time going up against the likes of Nintendo and Sony. If I were Panasonic, I would be giving Midway a blank check *now* for the exclusive rights to MK4. Bringing out three to five no-name games, no matter how good they look, is not a way to launch a system. Even getting a big-name game, with all the major players already locked up for the existing systems is going to be **A MAJOR PROBLEM** facing 3DO/Panasonic.

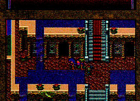
Then there is the publicity that they are not getting. Things were good a few months back when 3DO released the specs for the M2. But as we all know, specs only impress people for so long and slick, short demos mean nothing to a player when he or she can walk down the block and buy Virtua Fighter 2 or Tekken 2 now. Unfortunately, 3DO has taken a Nintendo "no comment" type attitude. We tried to get a photo of a prototype M2 for a story and you would have thought we were asking for a national secret. No game screens are available, and other than a PR person who repeats the same specs and nothing else, no new information on the M2 is available. This is all very strange because with the Ultra 64 launch set for next week, one would think that 3DO/Panasonic would want to get as much M2 info out to the press as possible to defuse Nintendo's event. There must be some logic there, but sometimes things just aren't very apparent.

WILL YOU TAKE UP THIS SWORD?

BREATH OF FIRE II

WILL YOU LEAD
THE ADVENTURE?
WILL YOU EXALT IN
ENDLESS TREASURE?
WILL YOU SET FREE
THE DRAGON?







You are the last member of the Dragon clan, fighting a growing evil. In Breath of Fire II, you will find more magic, more allies, more enemies, more of everything than even the best-selling original. 160 combination characters. Town building. Hunting and fishing. And hour after hour of adventure. This is 24 sizzling megs of proof that magic can be deadly.

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KIDS TO ADULTS AGES 6+

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LONG LIVE SUPER NES



THE RAVEN PROJECT

A HIGH-SPEED ALIEN DEATH RIDE

When the alien Armids invaded Earth, no one thought they would conquer us so easily. The massive military of Earth was no match for the sheer destructive firepower at the disposal of the Armids. Earth was no longer a free world.

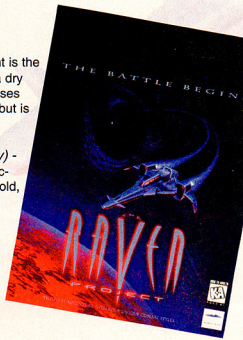
In the midst of the destruction, a rebel force has formed to combat the Armid and save mankind from extinction. Using strike and fade tactics, the rebels (you) have managed to stay alive long enough to come up with some real hot strategies. This rebel force is all mankind has left, and you just signed up for the long haul aboard the Raven!

The Raven Cast

Aboard the Raven

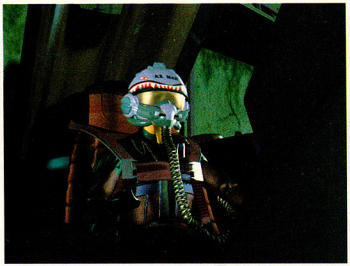
Admiral Seymour Grant - In his fifties, Grant is the rebel commander. He's a reserved man with a dry wit who inspires quiet confidence. He rarely loses his temper. Grant listens carefully to opinions but is very much his own man. His presence, while remote, is benevolent.

Captain Sandor Adamak (ex-Isaac Torpov) - The Raven's Executive Officer and Grant's second in command. 40 years old. Adamek is a cold, reserved character, though respected. He's a crewcut, stiff-backed military officer with an unbending sense of duty and discipline. He puts the "big picture" ahead of any personal preferences, which leads him to advise courses of action which may seem heartless.



The Raven Project is a hot action title that will be available on PC CD-ROM for the holidays.

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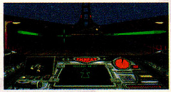
Yes, this is you, a fearless pilot stationed aboard the Raven. There's nothing like stylin' while you fly!



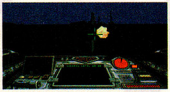
How's this for action? Strap up in a combat suit and fight the Armids in hand-to-hand combat for the Earth!



The cut scenes are like seeing a futuristic movie unfold.



No gridiron traffic today. Just Armids to blow away.



That gunship doesn't stand a chance against your firepower.

Danny Cutter (ex- Scott Jensen) - aka "Ax Man." The hero. 27 years old. Cutter is a Lt. Commander. He used to be something of a hothead, willing to go up against authority when necessary. He is now resigned to the principle that since you can't beat them, you might as well join them. This approach doesn't bring much satisfaction, however; Danny is restless and can be a sorehead. His fundamentally free-spirit nature makes him unsuited for military life; he has stayed with the military because his family has traditionally been in the armed services.



When you're done gawking at this fine piece of gunnery, take it up and blast some Armids!

Battle for Freedom!

This war takes place on Earth and in space where you must control gunships, mech suits, and generally dictate the path the Raven crew take to win. Without your guideance, the war is lost, so don't screw up! You will be greeted by several military personnel and civilians who all have a key role in the overthrowing of the Armid invaders. Pay close attention when someone speaks in this game to gather vital intelligence and gain the upper hand in your battles. The Briefer Droids will hand you your current assignments and may give you tips on how best to handle certain situations. Be wary of your surroundings too, because in The Raven Project, you control your destiny and never follow a predetermined path. This is one of the reasons the game is so unique. You never know if a non-player character will reveal a vital clue.

Cruisin' through the Golden Gate Bridge over San Fransisco has never been so cool.

Jim Fisher

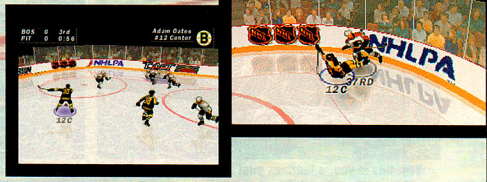


Name: Jim Fisher
Position: Sr. VP, Mindscape
Favorite Food: Teriyaki Beef
Hometown: Chicago, IL
Raven Project Insights: Fly fast, fly low and shoot often. Cruisin' through the Golden Gate Bridge over San Fransisco has never been so cool. I don't know which art I like better; the ships you fly or the aliens you shoot. The missions are tough but you don't have to worry about being a flight sim jockey. Strap yourself in and blast away.

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PlayStation





You know that dream you've always had of playing professional

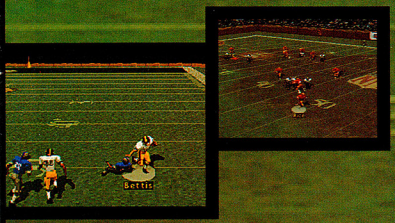




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sports? Well, it's not a dream anymore. It's a nightmare.



If you're not blocking a 100-mile-an-hour slapshot, you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL® FACE OFF™ and you're on the field with NFL GAMEDAY.™ The Sony® PlayStation's super-fast 360° graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from scoring on you at will. (After all, the players have their real-life abilities.) You can even follow your stats (no matter how pitiful they are) throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

SONY

PlayStation

U R NOT E

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There's more bungle in the jungle this issue of **EGM²**. *Diddy and Dixie need your help saving the Big Guy in Donkey Kong Country 2.*
The story begins on 160!



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NUMBER 18

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PREVIEWS



INTERNATIONAL 44
Race on courses of your wildest dreams in Micro Machines '96!



ARCADE 45
Old and new emerge in the arcade hit Samurai Shodown III: BOB!



SEGA SATURN 46
Rev your car up with hot-turf action in Sega Rally!



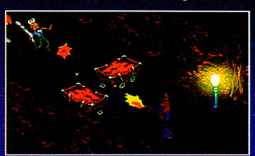
PLAYSTATION 47
Take it to the ice and bust some heads with NHL Faceoff!



3DO 49
Those cute green guys challenge gamers to Bust-A-Move!



JAGUAR 51
Save the world from bad penguins in Attack of the Mutant Penguins!



WIN BIG!

WHAT'S THE BEST WAY TO POP A HORDLING? YOUR ANSWER COULD WIN YOU SOME COOL MERCHANDISE!

In addition to the best gaming information you'll find on planet Earth, the issue of *EGM²* you now hold in your hands can be your key to a chance to win some of the best stuff you can think of!

STOP THE HORDE AND SNAG SOME AWESOME STUFF WITH THE CONTEST ON PAGE 48!

FEATURES

SEGA'S SIZZLING POLYGON FIGHTING GAME COMES HOME FOR THE HOLIDAYS!



The Saturn has only been out for half a year, and already gamers can expect a hot holiday treat to explode on the system. Virtua Fighter 2 boasts to be virtually identical to the arcade version. With awesome graphics, combos, animation and gameplay, how could anyone get bored with this one? If this should occur (a rarity), Sega has countered it with different modes of play: Arcade, Vs. and Ranking. Don't think it'll be easy to win against the computer either, because the computer will learn your moves and use them against you. The story begins on **PAGE 80.**

"Sega has incorporated artificial intelligence that actually 'learns' your style of fighting and will mimic your patterns!"

IT IS TIME TO GO BANANAS AGAIN WITH THE SEQUEL TO DONKEY KONG COUNTRY!



The big guy has been locked up in a cage by Captain K. Rool! It's up to Diddy and newcomer Dixie to stop the baddies and rescue Donkey Kong. Sounds easy, right? Wrong! There is so much packed into this game, that most DK veterans will have a hard time trying to locate secret levels and battle the elements as well as the enemies. However, there are some new (and old) friends to help you along your quest. A spider, rhino, swordfish and parrot will aid you on your way—if you can find them. It's still the same DK, but improved. The story begins on **PAGE 160.**

"The environment has new elements that even seasoned DK players may not adapt to readily, such as the windy stages of Gusty Glade and Windy Well."

EGM² EXPOSES ULTIMATE MK3'S HIDDEN CHARACTERS, FINISHING MOVES AND SECRETS!



Mortal Kombat 3 is definitely not over...it has improved! Get a first glance at the three hidden characters: Mileena, Ermac and the old Sub-Zero who are locked by the infamous Ultimate Kombat codes. Also, take a brief look at two other playable secret characters: human Smoke and Rain. There are plenty of new secrets and Vs. Screen codes, as well as tons of the latest awesome pictures of Fatalities, Babalities, Animalities and Friendships to tantalize you! The story begins on **PAGE 218.**

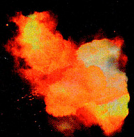
"What may have seemed like a simple upgrade is now becoming as big of a rage as Mortal mania was."



Here's the new A-110 "Barracuda" Fighter. Fast. Powerful. And heavily armed. Another tactical advantage in the war for the worlds.



Choose from any one of several starting worlds. But be prepared. It's lethal from all of them.

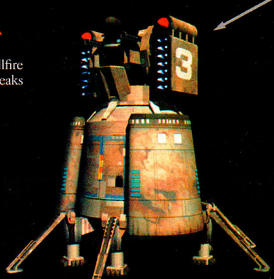


IT'S AN EXERCISE VIDEO

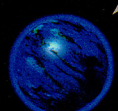




This is the new Hellfire rocket. The name speaks for itself.



The new "Big Ben" Gun Turret is a perfect defender. Its deadly firepower, ultra-heavy shielding, and 360° rotation will blow your mind. And blow aliens away.

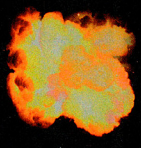


The battlefield is 400% larger. And doesn't have paths. Which gives you, and your enemy, more room to rumble.



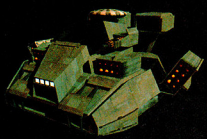
3DO

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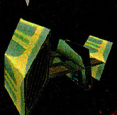


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PlayStation

INTERFACE

LETTER OF THE MONTH

Here is your chance to tell us at *EGM²* and a zillion gamers everywhere what's on your mind! (If you're lucky, you can even show your friends that you got your name in a magazine—and they said you'd never amount to anything...HA!) So get off your duff and write us a letter! If you don't write us now, it'll break our little hearts! Also remember that nice penmanship counts...because *we* say so!

Get ConNeCTeD!

You can reach the editors of *EGM²* via e-mail at NUKE_egm@msn.com. You can also get access to *EGM²*'s articles, reviews and more on the World Wide Web via the red-hot NUKE home page at www.nuke.com.

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Well, if we pick your letter, you'll win the satisfaction of getting your name printed in a cool magazine, *EGM²*!



IS NINTENDO'S GOAL TO MAKE BIG BUCKS OR BIG ENTERTAINMENT?

Dear *EGM²*,

I have recently finished reading David Sheff's book entitled *Game Over—How Nintendo Conquered the World*. Apart from captivating me for three days, it also revealed information about Nintendo that has made this clear regarding the (presumably) soon-to-be launched Ultra 64/Ultra Famicon system. When I first heard the details about this system (from you guys, of course!), the one thing that surprised me (and many others, I'm sure) was the fact that Nintendo seems to have opted for a cartridge-based system rather than utilizing the current CD technology, which has been deemed adequate by two of the major players, namely Sega and Sony. However, I am now not surprised. The reason: Nintendo would make billions more on a cartridge-based system due to the fact that they are the only ones who would manufacture the game cartridges and thus receive a hefty royalty from each unit sold, even by its licensees. This was the case with virtually 100 percent of NES software and is presumably the current state of affairs with the Super NES. CD manufacture CDs for its system [sic]. However, one question remains: the price of the software. I think Nintendo is so confident in its marketing power that any price would be accepted. There is no doubt in my mind that these cartridges will be more expensive than the current, since there seems to be no conceivable way that Nintendo (or its "dream team" of licensees) could fully utilize this 64-Bit technology without more expense. Thus the question in my mind: Is Nintendo sincere when it says that its primary goal is entertainment or is Hiroshi Yamauchi simply planning to milk the industry for all its worth?

Rajesh Deshpande
Australia

Well, you'll get different answers depending who you ask. Nintendo's stance is that they are using a cartridge-based system due to the limitations of current CD technology—mainly access time. They want their games to play as fast as ever with all the other improvements the new hardware will allow. Others may say the Big N is being greedy by trying to make all the cartridges. However, you have to look at the cost of CDs. Most CD games are still way up there in price even though it only cost a buck or so to produce them. Therefore, it's unlikely that the Big N is making a cartridge system for simple profit reasons. The fact is they would be the only ones doing so and thereby have an excellent edge over CD-based platforms with slower access time. As for the price of games, we'll just have to see how much information can be crammed into the carts and what price they will sell for but you can be sure their prices will be competitive.

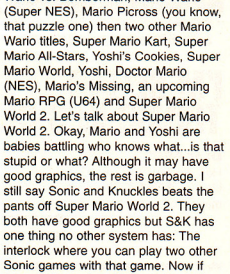
Great letter, Rajesh! Your Acclaim Dual Turbo joysticks are on their way!

*Note: All floating heads in the Letters section are members of the *EGM* and *EGM²* staffs...well, except for the animal heads...maybe!

IT'S NOT *JUST* ANOTHER MARIO

Dear *EGM²*,

What the heck is this Super Mario World 2 (Yoshi's Island)? I mean come on! Super Mario died after Super Mario World. At least Sonic knows how to die. But this Mario garbage, come on. In ***EGM*** #62, the preview of Sonic and Knuckles, the section of the Good, the Bad, and the Ugly, the Bad states: "It's more Sonic again," and that was the fourth Sonic. (That's if you don't count Game Gear versions.) But there has been twice as many Mario titles as Sonic. Shall I count all Sonic titles? Okay, there's Sonic 1-3, Sonic Spinball, Sonic CD, Sonic 1-3 (Game Gear), Sonic and Knuckles and Knuckles Chaotix...that's all. As for Mario titles, shall I count? Okay...Super Mario Brothers 1-3, Super Mario Land 1-3 (GB), Super Mario vs. Wario (GB), Mario Paint, Mario Golf, Mario Tennis,



• Another Mario? Yoshi's Island isn't like the other Mario games.

Wario vs. Bomberman, Mario Wario (Super NES), Mario Picross (you know, that puzzle one) then two other Mario Wario titles, Super Mario Kart, Super Mario All-Stars, Yoshi's Cookies, Super Mario World, Yoshi, Doctor Mario (NES), Mario's Missing, an upcoming Mario RPG (U64) and Super Mario World 2. Let's talk about Super Mario World 2. Okay, Mario and Yoshi are babies battling who knows what...is that stupid or what? Although it may have good graphics, the rest is garbage. I still say Sonic and Knuckles beats the pants off Super Mario World 2. They both have good graphics but S&K has one thing no other system has: The interlock where you can play two other Sonic games with that game. Now if they made another Sonic game right now, you'd say, "Not more Sonic!" But yet after 23 games you still say, "It has suuuccchhh good graphics," which totally ticks me off, because even if it's 44, you'll still love it. That just shows how much you looovvveee Mario. In closing, I just want to say, "Give it up Nintendo. Mario is dead!"

Tim Santos
Los Angeles, CA

I'm guessing that you are not a Mario fan. There are different features in Yoshi's Island than in previous Mario games. The main one is that you play as Yoshi trying to keep baby Mario safe. The special effects are fantastic and the graphics are out of this world, too. You are right to say that there has been a lot of Mario games, but not all of them are top-notch. As well, there are some pretty good Sonic games. We do give credit to games that are deserving of it.

IS THIS A GOOD DEAL?

Dear *EGM²*,

I was wondering if it is a good deal to trade in any 10 of your Genesis, Super NES, 3DO, Saturn or Jaguar games for only $100 discount on the PlayStation? I really wouldn't think so because you're going to be trading in 10 games that you at least spent $50-60 on, and all you are getting is $100 off the PlayStation. I don't think it is worth it, but I do want to know your opinion on this matter.

Joseph Maldonado
Brooklyn, NY

The answer is yes and no, Joseph. You are not going to get back the same amount for what you paid for the games. However, if you have already beaten the games and they are collecting dust, then it is a good deal to trade in your games toward a new system.



Congratulations to *EGM²* assistant editor Mark "Mo" Hain and Nancy "Nanner" Huff on their recent engagement! Aren't they cute?



Okay, here's another chance to let your creativity really shine! Send your "What Ifs" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

WHAT IF...

...Mario was a mob boss, and he had Sonic's legs broken?
...Baby Mario's diaper didn't have Ultra Leak Guards?
...Capcom ran out of enemies for Mega Man?
...Yoshi swallowed his tongue?

Stephen Vose
Nashua, NH

...Sheeva was in a *Sports Illustrated* swimsuit issue?
...Cyrax used his energy net and went fishing?
...Smoke quit smoking and blew up?
...Street Fighter had never been invented?

Alan Gentry
Kingston, GA

...all that Ninja Turtle junk you got actually came back in style?
...Dr. Wily actually died?
...***EGM²*** and *Guns & Ammo* made a magazine together?

Gonzo
Watanga, TX

...someone wrote a love letter and asked someone to marry them through ***EGM²***?
...there was smellavision?
...we stopped asking, "What if?"
...Popful Mail wasn't a magical fantasy adventure?

Cindy Sheldon
Vermilion, OH

...Punisher got grounded?
...Beast was tamed?
...Monday Night Raw was medium rare?
...The Three Ninjas *got* kicked back?

Robert Dalton
New York, NY

...people stopped sending in MK "What Ifs?"
...Pac-Man was a good cartoon?
...Casper beat up Space Ghost?

Joseph Delan
via Internet

INTERFACE

GIMME A BUCKET!

Dear *EGM²*,

Prior to writing this letter, I witnessed what must be one of the most horrible TV advertisements out there. Can you guess what it is? Yep, that's right: Yoshi's Island. First of all, it's totally repulsive. Who wants to see some fat guy stuffing his face? There must be something seriously wrong with the game. Does it really have anything to do with the game anyway? All it does is get people's attention, and it did for me in a very negative way. This "Play It Loud" thing has gone too far, and I think something should be done before Nintendo has to start rating their ads.

Derrick Kaufman
Lombard, IL

The ad does have something to do with the game. Yoshi, just like the fat man, devours everything in sight. Also, it's jam-packed with lots of options! You have to admit that it is better than some of the ads out there, such as the ones that have violent or sexual content. You can do something about watching the commercial on TV, though—turn the channel!

TOO COOL TO DIE YET!

Dear *EGM²*,

The 16-Bit systems are not dead yet. With games like Donkey Kong Country, Sonic and Knuckles, Mickey Mania and Yoshi's Island, these systems are still raging on. With upcoming games like Donkey Kong Country 2, Earthworm Jim 2, Mortal Kombat 3 and Toy Story, I'm not giving up on my Genesis or Super NES yet. All you people who are reading this letter (who invested your money in a new, state-of-the-art, $10 billion system) are probably slapping your foreheads thinking how stupid you are. Now all of you 8 million-Bit system owners have probably gotten so wrapped up in colors, controls, bits, sound and polygons that you haven't considered the main idea: fun! Yeah, that's right. Fun! Think about it...how many games for your new system are actually fun to play? For example, Daytona USA for the Saturn—Polygons: 10 billion; Fun Factor: -2. "Wow look at the graphics!" "Hear that sound!" "Too bad it ain't fun to play!" While every billionaire is marching down the video path of life, holding their Saturn and PlayStation flags, I'll be standing tall waving my Genesis flag for all to see...16-Bit gamers unite.

Gus Krieger
Los Angeles, CA

I'm sure next-generation system owners will say you are wrong—that their games are also fun for a number of reasons. It is true that people shouldn't think the 16-Bit systems are dead yet. However, there will come a day when there will be less and less new games for 16-Bitters.



• With awesome games like Earthworm Jim 2, the 16-Bit systems are still kickin'!

PSYCHO LETTER OF THE MONTH



Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Jason Ruff of Fairbanks, AK! Jason has made a few demands we must comply with or else he's going to destroy one of our issues. Nice picture!

Dear ***EGM²***,

I am holding one of your issues hostage. As you can see, I have torn off one of the pages as proof. I will continue to tear off pages one piece at a time until you print my letter. My demands are the following:

1. Sony must contact Warp Graphics and get the exclusive rights to ElfQuest the fighting game.
2. Root beer should be sold at every public grade school with the lunch program.
3. You must print a 3-inch tall by 4 1/2-inch wide picture of caviar (ya know...fish eggs) on an odd number of pages.

Love 'n' kisses,
Jason Ruff

Age: 21
Occupation: shop manager/student
Hobbies: video games (duh!), LEGOS! and music



We didn't think your letter was too psycho, Jason. However, this changed once we saw that you enclosed a picture! Does anyone disagree with us when we say he looks scary? Your T-shirt is in the mail.

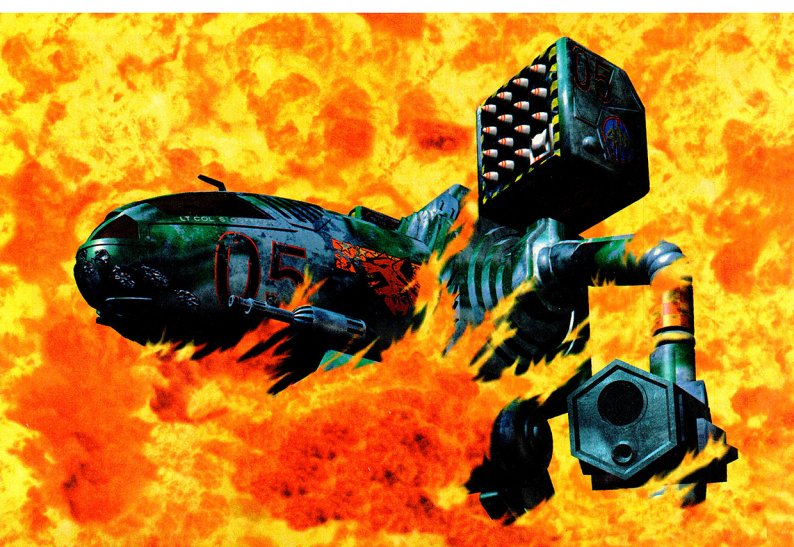
I'M SEEING THINGS IN 3-D!

Dear *EGM²*,

How did you guys come up with the idea for ***EGM 3-D***, and how did you make those cool, funky glasses?

Bo Cross
Saratoga, CA

We like to experiment with new ideas, especially when the 3-D effect really works. Chromatek, Inc. manufactured the glasses. You can still use those glasses on any *EGM* and *EGM²* issue for a neat 3-D effect.

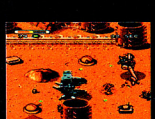


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NOMAD IS AN ISLAND...

Dear *EGM²*,

I just got my Sega Nomad and I like it! The only bad thing about it is the way the game sticks out. I've had games freeze on me when I bump into something. Sega should've made the game go into the back, like the Game Gear. I have found a way to keep the game from moving: Wedge an automotive fuse in the back of the game pack. Don't force it in—just stick in the little feet. This keeps the game pack from wobbling around.

David Luna
Mission, TX

Thanks for the cool tip, David!



• Is the setup of the Nomad causing games to freeze up?

KEEPING TRACK OF $!

Dear *EGM²*,

I was wondering if you could shed some light on something: Is the videogame industry set up similar to the music industry? I know the music industry has a governing body that keeps track of sales (Sound Scan). It is not perfect because Sound Scan only keeps track of major music retail chains (The Whiz, SamGoodie, Musicland, Tower, H.M.V). Lost in the mix is the local Mom-and-Pop stores. This is where my question arises from. Does the video-game industry have a similar governing body? Because I know gamers, like myself, who buy games from these Mom-and-Pop stores because we can purchase games cheaper. From $5, $10, maybe even $20 (in the case of Phantasy Star 4) without sales tax. This would give industry white shirts (i.e., Sega) reasons for not supplying certain genres (RPG, action/adventures) or acquiring third-party licenses (Enix, SquareSoft). Is there anything that can be done? Is there such a body? How about mailing the letters you receive about this to Sega, because gamers seem more reluctant to write this info in to Sega than your magazine. After all, it's in the best interest of the industry.

Horace Hami Hon
Brooklyn, NY

To my knowledge the only governing system for video games is for the ratings given to games. However, it isn't the cheap prices at Mom-and-Pop stores keeping certain games from being released. Big-name companies need to be reminded by gamers what they want to see being released. That's why it's a good idea to send your requests in to companies or at least to us at *EGM²*!

THE KEY IS: ADS, ADS, ADS

Dear *EGM²*,

I have a problem about 3DO's marketing...or should I say lack of. 3DO will succeed but only if they have advertising. I have yet to see an ad on TV or in the national press for the 3DO. I own the system and I am very delighted with it. I feel that unless this product is given more prominence where it matters—TV and national press—I fear the consequences. What gets me is that it is such a good product that anyone could sell it in a minute. I seem to be doing more marketing than Robert Lindsey. There's all the hype about how great future systems are. Despite all the talk of how a machine's only as good as its software, Saturn and PlayStation only have about four decent titles. I hope Robert Lindsey will do more marketing for the M2. If he doesn't, I'll do it.

Jimmy Belley
Gatineau, Canada

The last TV ad I saw for the 3DO was when the system was bashing Super NES and Genesis. I haven't seen any ads for the system nor the games, except for our mag. With the release of the M2 soon, hopefully there will be more ads. Letters like yours will keep the system alive.

Postcard Paranoia

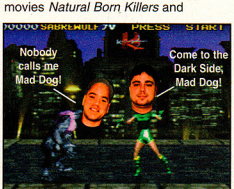
This month's crazy postcard comes from Rork Scott of Elkins Park, PA. Hey, I think I see my mom in that picture. She thinks Snoop is one cool homey!



KI: THE MOVIE ALREADY OUT?

Dear *EGM²*,

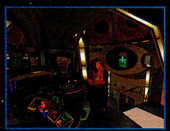
After watching the movies *Street Fighter, Double Dragon* and *Mortal Kombat,* I was wondering if there was going to be a movie based on Killer Instinct? My dad said that there was a movie called *Killer Instinct* sometime in the late '80s. He said he couldn't remember much about it except it starred Woody Harrelson from the movies *Natural Born Killers* and

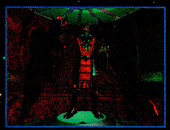


• Wouldn't it be cool if a couple of *EGM²* assistant editors were in the *KI Movie*?

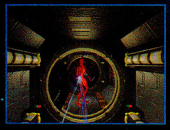
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INTERFACE

"Who can make the sun rise... sprinkle it with dew?"

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* Or at least get you in the magazine and win yourself something from our prize closet. (First Prize Only)!



WINNER

Congratulations go out Randall Ng of San Jose, CA! His drawing of the Street Fighter characters is out of this world. Keep sending in the awesome art.



Philip Mangiat • Demarest, NJ



Ngoc Tu Tieu • Montreal, Quebec



William Houng • Scarsdale, NY



Samnang Sam • Hamilton, Ontario



Travis Richardson • Morristown, TN



Wes Rhodes • Fairbanks, AK

KI: THE MOVIE ALREADY OUT? (CONT.)

The Cowboy Way. I looked all through our video collection, but found nothing. I asked several friends, but they were just as puzzled as I was. I finally asked a clerk at the video store, and he said he never heard of this movie. I even walked around the video store for a while but could not find it. You may be my last hope. Does a movie starring Woody Harrelson called *Killer Instinct* exist? If it does, was the game borrowed from this movie? Does the movie have any relation to the game? If it does or doesn't have any relation with the game, where in the world can I find and watch this movie?

Jason Taylor
Rockwall, TX

According to Mo Ryan, assistant editor for *CINESCAPE*, Woody Harrelson wasn't in a movie called *Killer Instinct*. However, there was a *Killer Instinct* movie in the early '90s but it wasn't based on the video game and didn't star any big-name actors. Maybe there will be a movie soon.

IT'S NOT IN THE BAG!

Dear *EGM²*,

How come you guys don't put the issues of *EGM²* in a polybag anymore? About 10+ pages were ripped out and the cover was all torn. Please put them back in a polybag.

Michael Soun
via Internet

Polybags are mainly used when a magazine has something packed-in, like the mini strategy guide *EGM* has been using. Since *EGM²* has switched to an all-strategy magazine, we want readers to browse through it and check out the new format. We are looking at bringing back the polybag for subscribers, though.

VB VIRTUALLY UNAPPEALING?

Dear *EGM²*,

I must say this...Virtual Boy...is one big piece o'garbage! I can go on and on about this stupid, little system (but I'll save you the time). First of all, I played this game called Tolero Boxer. I stuck my eyes into the darn goggles and was nearly blinded by those red flashes. The graphics were reminiscent of Game Boy games. There's nothing virtual about the stupid system, only the ugly headset. But wait, the opponent's hands were moving in 3-D. Wowweee! I'm really disappointed in Nintendo for releasing this system. Why couldn't they just make a 32-Bit system like Sega and Sony did? Did they try to do something new? Well, they failed big time!

Alex Mercado
Bronx, NY

Not every system is for everyone. I'm sure there are some gamers who like the Virtual Boy, and think it is a fantastic system. We encourage others to write in their opinions on the Virtu Boy.

Oh, dam it all.

This month's letter column was brought to you by Katt (formerly known as Chicklet)! She's a bit upset with the amount of Barney fan mail she has been receiving. "Barney, Schmarney. It's Big Bird all the way!"

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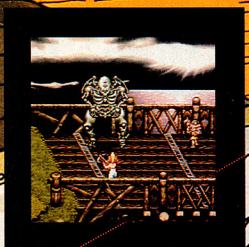
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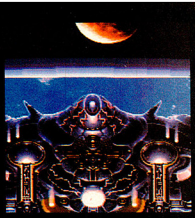
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And they* said it couldn't be done.

* *"They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.*



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PRESS START

PIPPIN TO BOUNCE ONTO GAMING SCENE IN 1996

Bandai, the Japanese toymaker currently making a mint off of the Mighty Morphin Power Rangers' Super NES titles and action figures, has temporarily delayed the release of the Pippin.

The system, which runs on Power PC technology licensed from Apple Computer, was originally scheduled to be released around Christmas, but it has since been delayed until at least March. However, ***EGM²*** sources have learned that the Pippin will be test marketed in San Francisco, New York, Chicago and two other cities on a rental basis to see if the system has the marketing muscle to compete effectively.

So far the Pippin has attracted more than 100 third-party licensees, and 10-15 titles are expected at launch.

The system will be priced in Japan at $500 and will feature a 4x speed CD-ROM drive with two serial ports and a Mac OS tool box. The Pippin won't just be a gaming system; Bandai hopes the Pippin will become a prime product as a Video CD playback machine. Also, a geoport will accept phone line hook-ups, so gamers can play against each other or communicate.



Studio 3DO put this computer-rendered car together, but it's the M2 from Matsushita that will allow you to drive it around.

M2 SHIFTS GEARS

If the M2 is 3DO's lottery ticket, then this company has just hit the jackpot.

Matsushita Electrical Industrial Co. will shell out $100 million plus royalties to 3DO for exclusive rights to the M2 technology. It's a high-stakes version of passing the buck, but it could result in big bucks for both 3DO and Matsushita, which will sell M2 hardware and software under the Panasonic name.

THANKS TO A $100 MILLION DEAL WITH 3DO, PANASONIC IS NOW IN THE DRIVER'S SEAT

The deal has raised many questions within the gaming community regarding the future of the M2. ***EGM²*** addresses some big questions on players' minds.

■ Why did 3DO decide to sell the M2?

It depends on who you talk to. 3DO's Trip Hawkins described the deal as a perfect marriage between a "powerful 32-Bit technology" and "a consumer electronics leader." Behind this PR smokescreen, some analysts believe that 3DO didn't have the money or resources to market the machine against Nintendo's Ultra 64 and other systems.

(Continued on page 32)

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PRESS START

UPDATE: WHO'S MAKING THE

CONNECTION

Networks. Internet. These two words have sprung up in ever-increasing numbers in conversations regarding the new platform systems, thanks to advances in technology and rising standards in console gaming. Here's the latest on what top companies are saying about their new systems and the potential for hopping onto the Internet or for long-distance networked play...

SATURN: THE FRONT-RUNNER

Sega has shown the most promise thus far regarding Internet access—in Japan, at least. By next spring, Sega hopes to have an Internet Saturn system set up in Japan. Each system add-on will reportedly sell for ¥20,000 (about $200). Sega of America officials won't talk about the system or any such possible U.S. application until 1996. Also on tap is a joint effort by Sega and Fujitsu to hook up Saturn owners to NIFTY-Serve, Japan's equivalent to America Online. That system could be up and running by March.

ULTRA 64: THE INNOVATOR

While Internet access hasn't surfaced in the Ultra 64 rumor mill, talk of a network system has risen. That resulted from Nintendo's decision to inject some cash into a venture headed by Square of Japan and another Japanese software firm. This new venture, according to Square officials, will look into a modem-linked service that could include network games and shopping and banking functions in Japan. As usual, Nintendo has remained coy about the matter.

PSX AND M2: THE UNKNOWNS

The two companies offered vague answers in regard to Internet/networking capabilities...

■ Jim Whims, SCEA senior vice president: "There's a whole lot of options there. We're exploring them right now."

■ 3DO President Hugh Martin: "We are doing active R&D and...we are a licensed M2 peripheral provider."

SHIFTS M2 GEARS

(Continued from page 30)

A $100 million infusion will help 3DO's shaky financial base as the firm turns to making M2 software.

■ **I own a Goldstar 3DO. Will it get an M2 upgrade?**

Unfortunately, Goldstar owners will have to sit tight. As of press time, Goldstar is still "actively negotiating for a sublicense" from Matsushita, according to 3DO President Hugh Martin. Without one, there won't be a Goldstar M2.

■ **Does the deal change the M2 release time line?**

Not yet. Both 3DO and Matsushita are aiming for a fall '96 release, contingent on having "Three to five A+ titles," a strong ad campaign and 50,000 units ready to ship and sell, Martin said. "We're not going to go head to head with the Ultra 64," said Panasonic spokesperson Bill Gardner. "Panasonic will not bring the M2 to market without quality software."

■ **What happened to Sega and 3DO's rumored negotiations for the M2?**

Here's the kicker: 3DO *still* has a non-exclusive license for M2 coin-op applications. Sega could still make a play for the M2 for arcade use.

■ **I'm not a 3DO fan. Why should I care about this deal in the first place?**

There's much more at stake than meets the eye. Matsushita wants Digital Video Disc technology on the map—big business if it renders the VHS standard obsolete. By packaging M2 with DVD, it can sell a VCR-video game combo that could blow both markets wide open.

Details of the deal

Here's what each company will get as a result of the deal:

Panasonic

■ Exclusive rights to use M2 technology in video-game systems, Digital Video Disc players and TVs.

■ Power to sub-license M2 technology to software and hardware developers.

The bottom line: Matsushita gets to call the shots now, and pick and choose its allies. The $100 million could prove to be small potatoes if DVD replaces VHS.

3DO

■ $100 million to be paid off in the next couple years.

■ Will keep a non-exclusive license for coin-op, PC and software development tools based on M2.

■ Will help set up third-party licensing program with Matsushita; 3DO gets cut of third-party royalties.

■ Will provide chips, design specs and development hardware and software tools to Matsushita.

The bottom line: 3DO goes for a quick return on its investment, rather than gamble big on the M2's success. 3DO stays a major player with M2 software.

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CRYSTAL DYNAMICS

PRESS START

WRESTLEMANIA TIPS ON VIDEO



Die-hard devotees of WWF Wrestlemania for home systems can now get some extra help in their corner.

Coliseum Video, makers of a series of WWF videos, has brought out a video guide that contains 25 minutes of tips and strategies for Acclaim's WWF Wrestlemania.

The video, which stars some of the WWF's top grapplers, covers the Super NES, 32X, Genesis, PlayStation and CD-ROM versions.

Because of the success of the WWF video line, Coliseum Video officials saw the strategy guide is an "ideal" way to reach the WWF's 40 million fans across the globe.

Interested gamers can either find the strategy guide for rent at their local video chain or mail-order it through a special form in the game's instruction manual.



IBM CRASHES PSX PARTY

PC SOFTWARE ARM TO DEVELOP 32-BIT GAMES

IBM Interactive Studio, the entertainment software arm of Big Blue, has plans to release three "arcade-type" PlayStation games, all of which will likely be out by the fall of '96.

The newfound interest in console gaming may seem like a radical departure, but the studio is well equipped for such a move, IBM's Paul Zuzelo said.

"The studio is really a full publisher in the interactive games [market]," said Zuzelo, executive producer and head of product development at the studio. "You can't be a real publisher without paying attention to all the platforms."

Zuzelo declined to discuss specific game titles because agreements have yet to be hammered out. However, he did say one game, Quest for Fame, is "a strong contender for being in that market."

Currently out for PC CD-ROM, Quest for Fame turns players into guitar fiends who strum their way from the garage to a rock concert with Aerosmith. In this rock 'n' roll adventure, players will get to jam to Aerosmith classics such as "Dude Looks Like a Lady" and "Livin' on the Edge."

The game comes packaged with the "VPick," a purple plastic pick that makes electric guitar noises when brushed against any surface.

According to Zuzelo, the pick would be a new peripheral if Quest for Fame ever makes its way to the PlayStation.



This virtual guitar CD-ROM title is a front-runner for PlayStation conversion, but no official announcement has yet been made.

NAKI ROLLS OUT PSX CONTROLLER

Naki's PlayStation PlayPad may not have been the first third-party controller on the market, but its makers certainly had a good reason not to rush to the market.

According to Naki officials, some PlayStation owners have complained about third-party controllers that are incompatible with memory cards.

"Since the memory card interfaces with the controller, you can save, you can't retrieve or vice versa on some games," said David Naghi, Naki vice president of marketing and sales.



That problem will not happen with Naki's PlayPad controller, now out in stores for $19.99.

To ensure that the PlayPads wouldn't suffer that same problem, Michael Ambriz of Naki's quality control R&D department tested the controller with the PlayStation's game library. "I do all this testing with different games, to see if I'm able to save [games properly]," Ambriz said. "We make sure when we bring in our product that it's 100 percent compatible."

The PlayPad is shaped like the PlayStation control, but with smoother exterior curves and a fully raised D-pad. The PlayPad has buttons for slow motion, variable turbo and auto fire. A special LED shows when buttons or features are in use.

Other Sony PlayStation peripherals from Naki include an RF game switch ($16.95), a controller extension cord ($7.99) and a CD cleaning kit ($19.99).

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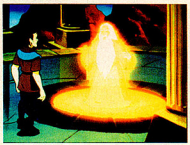
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PRESS START

INTERPLAY'S 3DO SAMPLER



For $5 (the price of a fast-food lunch) gamers can feast their eyes on seven new Interplay titles on a CD sampler disc: Alone in the Dark 2, Casper, Cyberia, Kingdom: The Far Reaches (above), Out of this World, Waterworld and Wolfenstein CD.

Five of the games will be one-level demos, the other two will be non-interactive. Included with the CD is a $5 rebate coupon good for any Interplay 3DO title.

LIGHT-SPEED CONTROL

INFRARED TECHNOLOGY REVOLUTIONIZES JOYSTICK DESIGN

Imagine buying a Ferrari and replacing the engine with one from an Indy Car: An already quick machine becomes blindingly fast. Now imagine doing that with a joystick control. Sounds weird? Not to Perfect 360 Joystick Controls, a company that is bringing its coin-op technology to home systems with the Speed Box. Instead of mechanical switches, it uses infrared signals for the joystick control.



We put the controller through its paces, giving it a taste of Mortal Kombat 3 and Super Street Fighter II. The joystick could have been a tad stiffer, but it felt fluid in hand. It took a while to get a proper feel for the Speed Box's joystick. In any case, this controller is certainly a must for beginners trying to master moves difficult to pull off with a control pad.

A big plus for the Speed Box is a switch and special cable that makes the controller compatible with both Super NES and Genesis. For more information or to order one for $89.99, call (800) 230-7360.

RATING 9.0

Why did they make a better joystick?

In a standard arcade joystick (below), diagonal movement is recorded when two micro-switches are pressed: A hit-or-miss proposition especially if the joystick is worn out. In the Speed Box control (right), infrared beams are spaced to give each direction the same response area. Major advantages: longer durability and a greater "sweet spot" to register diagonal movement.





SOFTWARE BREAKTHROUGH MAKES INTERACTIVE MOVIES A REALITY

Imagine watching a highly realistic movie in which true-life video actors move in a 3-D digitized environment.

Sound innovative? Well, imagine that you can control those characters just like in a video game.

In the past, such a project would require megabucks from a major production company and endless hours of post-production work.

All that could change come 1996, thanks to Studio Arts Multimedia. The company has announced development of the Interactive Movie Engine, a set of development tools for video-game makers.

At the moment, the Interactive Movie Engine is being developed for Windows 95. However, the Engine will be developed for 3DO, PlayStation and Ultra 64 platforms. (As of press time, no announcement has been made regarding Sega Saturn development.)

"I've always dreamed of the days when interactive gaming would involve traditional cinematic techniques," said Studio Arts Multimedia CEO Troy Lyndon.

"Players will have real-time control over real actors, not cartoon-drawn images."

The tools promise to skyrocket video-game realism to an entirely new level, while creating a new genre of games/movies.

The engine allows developers to quickly combine real-time, on-screen actors that can be controlled by joystick or keyboard with realistic computer backgrounds. In essence, games that look like movies but play like video games.

The engine won't be available for licensing until 1996, but the technology has already attracted the attention of the gaming industry.

To help usher in the technology, Studio Arts Multimedia and Corel Corp. are teaming up to produce *The King, The Sword, The Legend*, an interactive movie that could feature up to 50 actors and actresses in various roles.

The movie, halfway finished at this point, will hit the IBM-PC next summer or fall. As far as other platforms go, "nothing firm has been set," Lyndon said.

"We expect it to be huge. There's going to be technology people are going to see that'll be extraordinary."





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PRESS START

ARCADE'S NEWEST PLAYER

ACCLAIM READY TO TEST COIN-OP WATERS

Only a couple of months ago, ***EGM²*** ran a news story stating that Acclaim might be "dead in the water" without Midway's home conversions.

However, new news indicates that Acclaim might just be "playing 'possum." In August, Acclaim announced the expansion of its technical and creative staff to include two new artists, a programmer and an electrical engineer. In the four new positions, Senior Electrical Engineer James Hunkins is responsible for hardware development, while Senior Artists Ed Pearson and Jason Leong will create visual effects for the company's forthcoming coin-op arcade games.



Batman Forever will be Acclaim's first coin-op.

Additionally, Tom Desmarais will serve as the lead programmer. All three will report directly to John Pasierb, vice president of research and development of the newly formed Acclaim Coin-Op Entertainment.

The first of hopefully many arcade products by Acclaim will be based on the latest Batman movie, *Batman Forever*. It's possible Acclaim will set up an arcade-to-home game production system, similar to the formula Sega has found successful.

In regards to the story we ran in ***EGM²*** #16, how well will Acclaim do in a brand-new market and without the Williams/Bally/Midway licenses? Only time will tell.

ARCADE CLASSICS FIND THEIR WAY BACK HOME



Namco of America is known for some of the best games to come out in the past few years: Ridge Racer, Rave Racer and Tekken 1 and 2 to name a few.

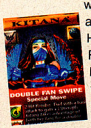
However, older gamers might remember earlier Namco games that lit up the arcades during the 1980s: Galaga, Mappy and Xevious. To rekindle the success of these games, Namco plans to come out with Namco: Classic Collection.



STILL THE YEAR OF MORTAL KOMBAT?



Williams/Bally/Midway is riding high. With the coin-op releases of Wrestlemania and Open Ice, along with great pinballs such as Johnny Mnemonic and Indianapolis 500, business would be booming regardless. However, with the release of Ultimate MK3, the firm's fortunes are through the roof! Part of that success might be due to the 100+ licensees on Williams' roster. The amount of Mortal Kombat merchandise available is staggering to say the least. But wait—there's more! In late December/early January, Brady Games is releasing the Mortal Kombat CCG, based on MKI and II. The object of the card game is to deplete your opponent's energy points in the best two out of three rounds with different cards. Cards will be available in 60-card starter decks ($7.99) and 15-card boosters ($2.50). Also released recently by GT is Mortal Kombat 3 for the computer. MK for the PC was the best version of MK—period. MKII was really good, but it suffered from some major slowdown problems on low-end systems. MK3 suffers from the same problem when dealing with a 486/66 or less. However, with a Pentium, PC MK3 looks like the best version ever.





TOP TEN ARCADE GAMES

REPLAY™ – NOVEMBER 1995

#	Game	Company
1.	Tekken 2	Namco
2.	Mortal Kombat 3	Midway
3.	Viper	Fabtek
4.	Raiden DX	Fabtek
5.	X-Men: Children of Atom	SNK
6.	Street Fighter: Alpha	Capcom
7.	Bust-A-Move	Taito
8.	WWF Wrestlemania	Midway
9.	Gal's Panic 2	Kaneko
10.	King of Fighters '95	SNK

TOP HITS OF JAPAN

GAME MACHINE MAGAZINE™ – NOV. 1995

#	Game	Company
1.	Alpine Racer	Namco
2.	Virtua Cop 2	Sega
3.	Virtua Fighter 2 [deluxe]	Sega
4.	Rave Racer [sitdown/dlx.]	Namco
5.	Cyber Cycles [sitdown/dlx.]	Sega
6.	Point Blank	Namco
7.	Sports Fishing	Sega
8.	Virtua Cop	Sega
9.	Sports Fishing 2	Sega
10.	Quiz Doremifa Grand Prix	Konami



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- Ψ Slow motion switch and extra long cord.

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ASCIIWARE

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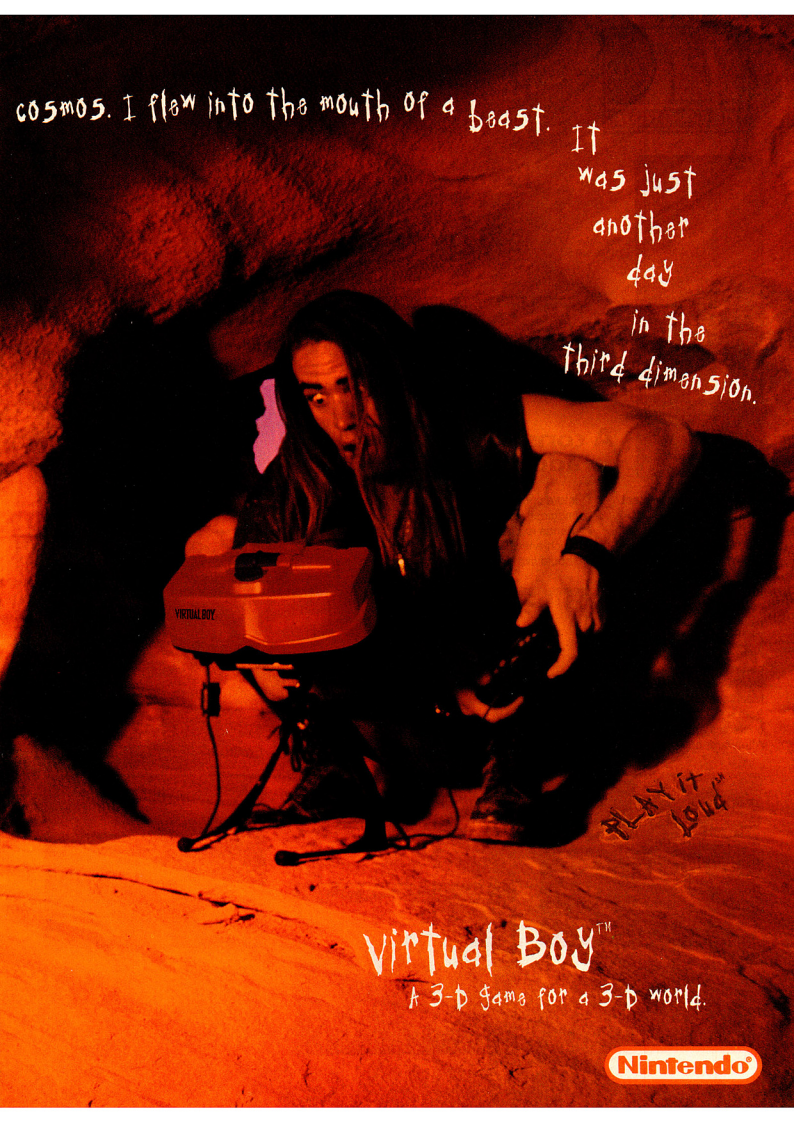
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Action

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N/A

Back-up
Battery

Players
1-8

% Complete
N/A

Developer
Codemasters of Eng.

Published by
Codemasters of Eng.

THE ORIGINAL Micro Machines SCALE MINIATURES

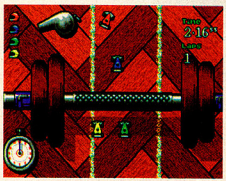
TURBO TOURNAMENT '96

A constructive addiction

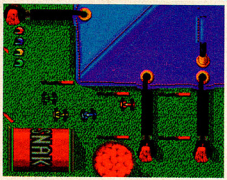
Yet another installment of Micro Machine action is headed in the direction of Mega Drive owners Oct. 20. Unlike the previous two editions, MM '96 allows players to create and interact with courses of their own design using the new Construction Kit. Included with this J-Cart, eight-player compatible game is the greatest supplement ever in the Micro Machines game line. Choose from a variety of different obstacles and terrains. Afterward, compose them into a course of your wildest imagination and get a few friends to play along! This much-anticipated game should live up to its hype.







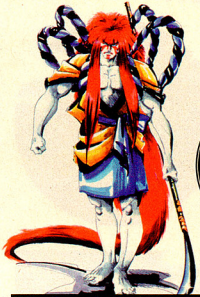
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BLADES OF BLOOD SAMURAI SHODOWN III

Third time's a charm?



Not much is known about this third installment of one of the most popular Neo•Geo fighting game series to date. There are at least 12 characters, most of which are returning from parts I and II (such as Galford, Haohmaru and more). However, a couple of characters are new to the Samurai series and seem to be the most powerful. We'll have more to come on this hot sequel!

FACT FILE:

Theme
Fighting

Available
Now

CPU
Standard Neo•Geo

Sound
Standard Neo•Geo

Players
1 or 2

% Complete
N/A

Developer
SNK

Published by
SNK

When I find F.U.B. I'll be performing a little number called "Death Shrill in E Minor." I hope he enjoys it the first time because nobody gets to hear it twice.


For 1 or 2 Players


3D Morphing Terrain

VOX

"A thoroughly enjoyable splatterfest. Now!" — Game Players

WEAPON OF CHOICE: Hail Flail
SUPER WEAPON: Sonic Blast

KILLER TIP: Use speed to grab power Ups. Light armor vulnerable in heavy conflict.

What Good Is A Sony® Playstation™ If It Isn't

LOADED™

Interplay
BY GAMERS. FOR GAMERS.™

Gremlin



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Arcade action comes home

Sega Rally is on its way to your home, complements of the Saturn.

All the great features of the arcade game are included in the home version, plus they have added more. You now have a Time Attack Option that not only allows you to practice the tracks but you can also compete against your friends for the fastest laps or best times.

Choose from three different tracks and observe the race through four different views: inside the car, outside the car or from two various points on the track, allowing you to see just how well the competition is doing.













You can race on one of four different tracks, using one of two different cars.

FACT FILE:

Theme
Driving

Available
December

Meg Size
CD-ROM

Back-up
Memory card

Players
1 or 2

% Complete
80%

Developer
Sega of Japan

Published by
Sega





NHL FACEOFF

FACT FILE:

Theme
Sports

Available
November

Meg Size
CD-ROM

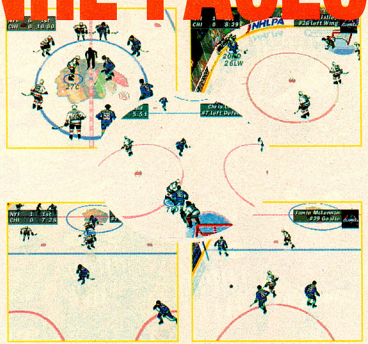
Back-up
Memory Card

Players
1 or 2

% Complete
80%

Developer
Sony Int. Studio

Published by
Sony Interactive



Slam into the boards

In NHL Faceoff, you can play all of the current NHL teams. As well, you have the added ability to trade players during regular-season play. The graphics are extremely clear, giving you a real, in-the-action feeling. The sound effects and music are superb. Players will notice the feeling of being slammed into the boards by a 200-pound defenseman. The control is crisp and the moves are flawless. Look for more coverage in future issues.

Grab-n-hands

"Prepare for complete testosterone pumping mayhem."
— Diehard Game Fan

When I find F.U.B. I'm gonna plunder his liver and pump his scurvy belly full o' gunshot... just after I make him swat the deck with his tongue.



Create Huge Explosions!



15 Enormous Levels To Explore

WEAPON OF CHOICE: Flintlocks
SUPER WEAPON: Buckshot

KILLER TIP: Fire up double shotguns and keep enemies at bay with long range attack.

What Good Is A Sony® Playstation™ If It Isn't LOADED



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Interplay
BY GAMERS. FOR GAMERS.™

Gremlin

They're DUMB. They're HUNGRY.

They've killed more cows than a burger joint.



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CONTEST

Tell us the best way to pop a Hordling and you could win this beefy-T.

50 Horde T-Shirts will be awarded

Contest Ends December 31, 1995

Available on SEGA SATURN™

So waste 'em with bombs, your sword or even archers. If you don't, these demented hordlings are gonna devastate the village you've built. With killer 3-D texture-mapped characters and backgrounds as well as 35 minutes of video, it's no wonder The Horde has been critically acclaimed by everyone with a pulse — and an appetite for destruction!





CRYSTAL DYNAMICS

Graphics Sound Control Funfactor

3.0 3.0 3.0 3.0

GamePro 3DO™ rating

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AGES TO ADULTS

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To enter: Send your name, address and phone number in a stamped envelope and mail to: Crystal Dynamics, THE HORDE T-SHIRT SWEEPSTAKES, 87 Encina Ave., Palo Alto, CA 94301. Entries must be postmarked by December 31, 1995.

Crystal Dynamics assumes no responsibility for lost, late, illegible, incomplete or garbage due entries. No cash checks. Offer void where prohibited, taxed or otherwise restricted by law. All federal, state and local laws and regulations apply. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by January 31, 1996. Prizes are not transferable. All judges decisions are final. All prizes will be awarded.



FACT FILE:

Theme
Puzzle

Available
December

Meg Size
CD-ROM

Back-up
Internal

Players
1 or 2

% Complete
100%

Developer
Taito

Published by
Panasonic

BUST-A-MOVE



Arrange the bubbles in the correct sequence to progress further in this highly addictive puzzler.



More addictive puzzling fun with the Bubble Bobbles?

Remember those cute little creatures from Bubble Bobble? Well, they have reappeared in the game Bust-A-Move. Along the same lines as many other puzzlers, arrange the colored spheres along certain parameters in order to progress to more challenging and complicated stages. Unlike yesteryear's boring puzzle games, this one comes packed full of interesting sounds, music and graphics. The backgrounds behind the puzzle area are always interesting, and they contribute to the motivational value of the game. So if you're looking for some puzzling action or just want to see cute, little green creatures, Bust-A-Move is for you.

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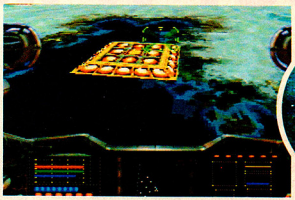
Canada Call: 1-800-477-9583



SHOCKWAVE 2

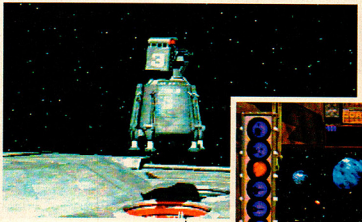
Flying can be Shocking

Shockwave 2 is set 20 years after the first game. In Shockwave 2, you are searching for an artifact that was stolen by an unknown force. In this system-hopping game, you have various missions to complete with the equipment available on your craft. The graphics are good texture-mapped polygons and the sound effects are done well. The game handles itself very well and controls decently. The access time is quick and doesn't leave you with long load times.











Shockwave 2 gives you multiple views and lots of weapons to use.





FACT FILE:

Theme
Action/Adv.

Available
December

Meg Size
CD-ROM

Back-up
Internal

Players
1

% Complete
70%

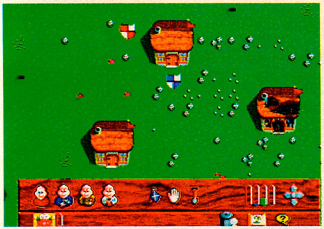
Developer
EA

Published by
EA



BALDIES

Strategy gaming that takes you through the roof!





This game is chock-full of strategy and technique for you to master. Show off your skill to all of your friends.

Welcome to the world of Baldies. As master creator of this universe, it is up to you to determine the fate of these guys. Will they build houses, attack the enemy, protect themselves or invent contraptions? What about making other Baldies? In this universe, you need Baldies with different skills to be successful. Keeping a good balance of Workers, Builders, Soldiers and Scientists will make your world run smoothly. It's up to you to decide how many of each Baldie types you need, but these guys are flexible. As well, it's up to you how you want to attack the enemy before you're attacked. There are tons of different inventions your Scientists will create that are all fun to watch. Use their resources and your imagination to create and live happily in a world safe for the Baldies.



The Baldies do any function you tell them to. It's up to you!

FACT FILE:

Theme
Adventure

Available
December

Meg Size
CD-ROM

Back-up
Memory card

Players
1

% Complete
70%

Developer
Creative Edge

Published by
Atari

Time is a relationship that we have with the universe...

Peace is measured by defense conditions...

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Attack of the Mutant Penguins

Mutant Penguins?

In this Jaguar game, it is your job to get rid of the alien and mutant penguins infesting the world any way you can. The aliens have brought a weapon of destruction—the Doomscale—with them, and you must use Bernard or Rodney to stop them from activating it. Both characters have a huge array of weapons to kill the baddies with, and you can use the machines you find around the levels to kill them. There are also good Earth penguins that will help you sometimes. Good penguins will also try to reach the Doomscale, because they can reverse the effect of alien penguins, so let them through. It's time to wade in and kick some penguin butt!

FACT FILE:

Theme
Action/Adv.
Available
December
Meg Size
32
Back-up
Internal
Players
1 or 2
% Complete
80%
Developer
Sunrise Games, Ltd.
Published by
Atari







This is the machine you must stop from destroying the level by getting all the items before it explodes.



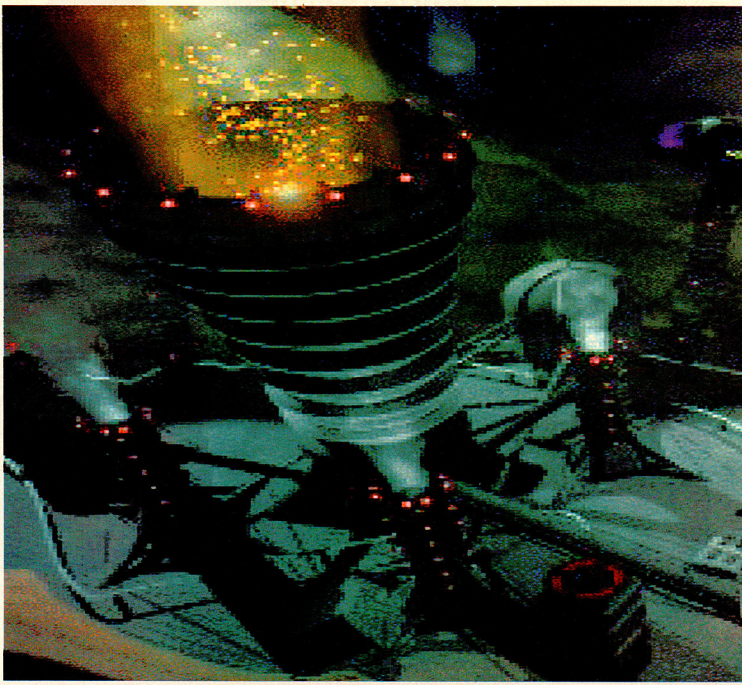


Pull switches all over the level to open new passages to other parts of the level. They are often not easily found.

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace.....BUT

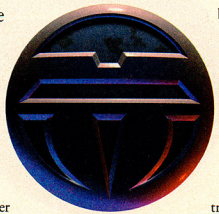
DEFCON 5™



PEACE HAS

"An original space adventure combining strategy, action, and shooting game genres."

– EGM



Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the



A PRICE...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

Call 1-800-771-3772 for information on Game Rating.

DEFCON 5 is available on multiple platforms including: PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO.

- Immerse yourself in futuristic graphics beyond belief.
- Play from a defensive perspective — your best offense is your defense.
- Surround yourself with high-end, digitized sounds.
- Take a two-week sabbatical to finish this game.

PlayStation™ SEGA SATURN 3DO DATA EAST LG Electronics GoldStar NOVA SPRING™

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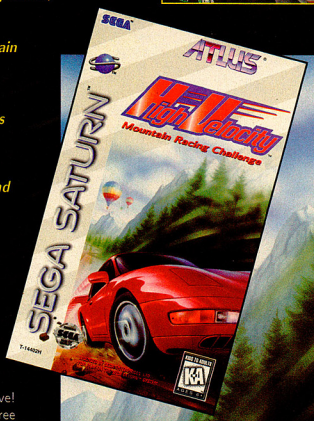
EITHER WAY...YOU'

Features

- *Tune-up your car for maximum performance by adding a turbo charger, racing suspension, VR rated tires and much more!*
- *Blast across three grueling mountain courses in whichever direction you prefer!*
- *Unique split-screen feature merges when racing action gets up close and personal!*
- *Customize the color, body type and engine components of your car!*
- *Get the best time and become the King Of The Mountain!*











Mountain racing has a whole new perspective! In High Velocity you'll power through three gripping courses that are based on actual alpine-styled roads. You're going for the title in these unsanctioned events, where speed and timing are the ultimate test of your driving skills!

Buckle up and scream down the tracks in some of the hottest cars this side of Detroit. Race the clock in a never-ending battle of nerves vs. time as you pit yourself against roads built at the top of the world. The better you do, the more power you'll crave! Finely tuned, your vehicle can blow the doors off of anything on the road — but can you really handle THAT much power?



ATLUS

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RE GONNA SCREAM!



In the near future, Moonbase "HAMLET" is overrun by alien invaders from an unknown source. The A-MAX FACTORIES Corporation sends you and five other highly-trained and heavily armed "specialists" to deal with the situation. Your way of dealing with them is to use the latest in high-tech armor and weaponry to blast them into atoms!

Travel deep beneath the lifeless surface of the moon in man-made tunnels that extend to the horizon. Explore the cavernous moon base in this gripping RPG/Action drama and get set for anything! You'll face challenges as both a warrior and a detective. Find the secret to ridding the outpost of alien invaders, then pilot your Tri-formula Griffon into the toughest fight this side of the Milky Way!







FEATURES:

- Your armor adapts into three super-powered formations: Combat, Assault, and Cruise!
- Collect multiple weapon enhancements to super-charge your Griffon!
- Obtain vital clues for the key to surviving your next assault!
- Scan enemy aliens to learn their deadly potential before you engage in combat!
- Multiple weapons arrays allow you to customize the fight to your style!

Published by ATLUS

Developed by PANTHER SOFTWARE INC.

KIDS TO ADULTS AGES 6+

PlayStation

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TRICKS OF THE TRADE

TRICK OF THE MONTH

CODE WIZARD COMPETES WITH OL' SAINT NICK OVER MAIL

Now that the holidays are well on the way, post offices and online services are busier than ever! The duo-team Code Wizard/Trickman are going bonkers over the number of tricks being sent in. This marks a great ending to the 1995! With the latest release of MK3 on all systems, it didn't take long to clean up on the codes for the game. So on behalf of the trick team, have a great holiday season and remember to keep tossing your tips and tricks our way at:

egmtriks@mcs.com.

Please be sure to *include your home address* to receive your prize. Or send it by mail to:

Tricks of the Trade
c/o Sendai Publishing Group
1920 Highland Avenue, #222
Lombard, IL 60148

If your trick is chosen as one of the best, your friends at ***EGM²*** will also send you a *free* game for the system* of your choice! So start cracking those codes and get your tips into our mailbox pronto!

Marky K. (Legal Mojo) Sez:

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TOTAL ECLIPSE TURBO

System	Publisher
PlayStation	Crystal Dynamics

Enter the following code here at the Main Menu.

If done correctly, a level select will appear!

Now you can move forward in the game.

CHEAT SHEET:

Level Select

Enter the following code at the Main Menu to access the level select for further advancement in the game.

Once you have entered the Main Menu Screen in Total Eclipse Turbo, hold down the SELECT button and press the following buttons for level select: Triangle, L1, Square. Now, release the SELECT and press: Triangle, L1, Square, Triangle, L1, Square, then press DOWN. If done correctly, you should see a level select in the view box. Use RIGHT or LEFT on the D-pad to scroll to the level you wish to play.

Test your skills out in the later levels.

Jeff Weaver; San Francisco, CA

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Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD or SGPROGRAMPAD-2! We're looking for a few good tricks, and if you send us a whopper, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the Interact Accessories controller and a free game for the (allowable) system of your choice! You'll only find contests like this in the pages of the Biggest and Best Video Game Mag, ***EGM²***!

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"maybe if you didn't play with your worm so much . . ."





EARTHWORM JIM

The hit video game – Earthworm Jim – new and improved for Windows® 95. Twenty potent levels. Pumping 256-color graphics. Heart-racing CD soundtrack. It can get distracting.

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TRICKS OF THE TRADE

MORTAL KOMBAT 3

System: PlayStation

Publisher: Sony Computer Entertainment

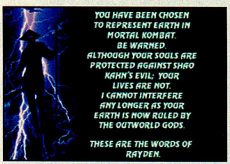
CHEAT SHEET:

New MK3 Cheat Menu

When the story starts with Rayden, enter: Triangle, Square, Circle, X, L1, L2. You will hear a confirming swoosh.



The MK3 Cheat Menu that is located in the December issue of ***EGM*** can be modified. By pressing a few added buttons, you can pull up a new Cheat Menu with a couple added features! Follow the trick below to access the new menu. During the loading sequence, wait until you view the screen with Rayden. As soon as this screen appears, you must press very quickly: X, Circle, Triangle, R1, R1, R2, R2, R1, R1. Press START. When the Menu Block appears with the word "Kombat" on it, press UP and you'll see a blue question mark. Press a button to access this, and you'll get a Cheat Menu where you can access levels, Smoke, unlimited fatality time, etc.



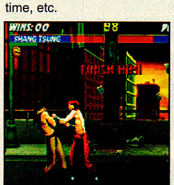
At this screen, press: X, Circle, Triangle, R1, R1, R2, R2, R1, R1.



If done correctly, Shao Khan will say, "You will never win."



Now, press UP to get a blue question mark in the box.



Make the match end quickly, with *one-hit wins*!



The same Cheat Menu as before but with a couple added options.



NEWS FROM THE ZONE

M2 Accelerator Is Coming!

M2 64 BIT It's a mega adapter that'll supercharge your Panasonic REAL™ 3DO® System into a *64-bit monster*. And check this out! You can still play your 32-bit library!

Hot New Titles!

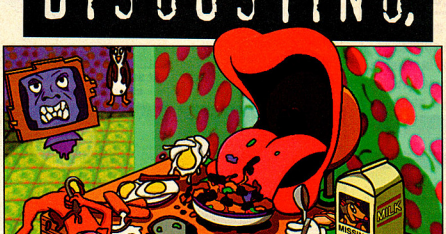
Mortal Kombat 3 is coming in April! Updated with new locations, characters and carnage. And it's new for 3DO – exclusively from Panasonic.

GOOOOOAAALLL!!

Olympic Soccer Scores Big! Pick a country and battle the best for the gold. First in a series of Olympic titles coming soon. Olympic Basketball and Olympic Games Volumes I and II are also on their way!

3DO
Panasonic
Software Company

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SICKENING AND SLIMY. I LOVE IT!"

An Experience from the REAL 3DO Zone™, Mikey "BogeyBoy", VA



CYBERDILLO

"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfmen is hurlin' at me and the Dumpmeister's dropping hot, steamy land mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon—a right arm that's become a Cyberplunger. Yeah, Cyberplunger. This is truly sick stuff. Later."



HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368

Panasonic Software Company

Even more stuff they made us say. CYBERDILLO and Pearl Technologies are trademarks of Pearl Technologies, Inc. 3DO and the 3DO logos are trademarks of The 3DO Company. The REAL 3DNE is a trademark of the Matsushita Electric Corp. of America.

KILLER CODES

PITFALL: THE MAYAN ADVENTURE

(Activision/32X)
Cheat Codes

You've seen them for all the other systems. Well, here they are for the 32X. Just enter the codes at the Title Screen.



The codes are as follows:
Direct to Simon: B, A, DOWN, C, RIGHT, A, B.
Level Select: C, A, C, A, DOWN, UP, DOWN, LEFT, DOWN, UP, UP.
Infinite Continues: C, C, C, C, LEFT, A, DOWN, UP, DOWN.
99 of each weapon at start: A, B, UP, C, A, C, A.
Direct to 2600 level: DOWN, A (26X), DOWN.



Nine lives at start: RIGHT, A, DOWN, B, RIGHT, A, B, UP, DOWN.
Super speed: B, A, RIGHT, C, RIGHT, UP, DOWN.
Direct to credits: C, RIGHT, DOWN, C, RIGHT, DOWN, C, RIGHT, DOWN.

PANZER GENERAL

System	Publisher
3DO	Strategic Simulations, Inc.

CHEAT SHEET:
Choose your Outcome

To access a menu that will give you options of your outcome in a battle, follow the procedure below during a game.

I can't tell if this was meant to be a cheat or just a bad bug. You can finish any scenario by holding down the STOP, P and C buttons in that order. While continuing to hold them, press LEFT on the D-pad. You will be given access to a menu that will allow you to choose a victory, loss or option to quit. Kind of handy if you aren't doing so well.



At any time during a battle, enter the menu code.



A screen will pop up with options for you to choose.



Victory is yours! Now, continue with your game.

GEX

System	Publisher
3DO	Crystal Dynamics

CHEAT SHEET:
99 Lives

Pause anywhere in the game and enter the code.

Press P to pause the game. While holding R button, press: LEFT, C, DOWN, DOWN, RIGHT, A, C, UP, LEFT, A. The code spells out DRACULA. You should then witness 99 lives at the top of the screen. When do the codes end for this game?



Enter this code for 99 lives!

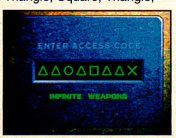
WARHAWK*

System	Publisher
PlayStation	Sony Interactive

CHEAT SHEET:
Infinite Weapons

The following code will give you all your weapons to last the entire game. Enter the Special Access Screen to enter the code.

Just enter the Special Access Screen and enter: Triangle, Triangle, Circle, Triangle, Square, Triangle, Triangle and X. Infinite weapons should now be turned on for supreme firepower in your mission.



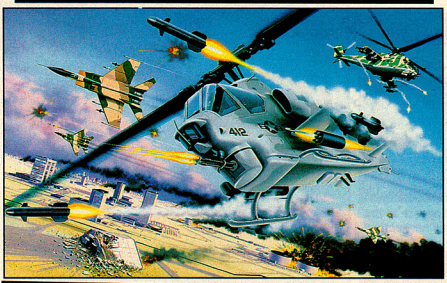
Enter the code in the Special Access Screen.



Now, you should have 100 percent firepower at all times.

*The trick was done on a preproduction or Japanese version of the game and is subject to change.

"I'M GONNA FORCE FEED



THESE CLOWNS A FEW TASTY MISSILES."



An Experience from the REAL 3DO Zone™, Gerry "Peppers", NJ

SCRAMBLE COBRA



"I'm briefed, fucked up and ready for patrol, baby. Yeah, it's 0800 and I'm flyin' the not-so-friendly skies. Hey, I'm huntin' for some desert rats to waste, gonna score a few enemy fighters pronto. This ain't no Sunday afternoon stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Gerry's on the stick. Over and out."

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Panasonic Software Company

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TRICKS OF THE TRADE

STREET FIGHTER THE MOVIE*

System

Saturn

Publisher

Acclaim

CHEAT SHEET:

Play as Akuma

While at the Character Select Screen, enter the following code to play as Akuma. Note: This trick must be entered quickly!



At the Character Select Screen press: UP+B, DOWN+Z, RIGHT+X, LEFT+Y *very quickly*. If done right, you will see a faint outline of Akuma in the character box.

Todd Morden; Palm Harbor, FL



Akuma will appear in the box, if done correctly.



His powerful moves can really make a difference.

MORTAL KOMBAT 3

System

Super NES

Publisher

Williams Entertainment

CHEAT SHEET:

Sound Test

At the Start/Options Screen, press: A, Y, B, X for a hidden Sound Test Menu. Sound Test should then appear.



Here is a trick to play around with sounds in the game. Just go to the Start/Options Screen and press: A, Y, B, X buttons. A Sound Test Option will appear if the code was entered correctly.

Adam Kemmerick; Duluth, GA



With this code, you can access the Sound Menu!

ICE Cube ON SATURN:

"MAYBE YOU THINK YOU

People are always coming up to us at Sega and asking,

KNOW WHO I AM. "why are you so angry?"

Okay, no one's ever asked us that. But CHECK IT:

Sega Saturn is new. HOW I SEE THINGS.

So if you think you know what it's like,

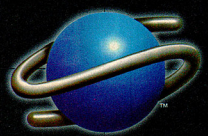
OR HOW I FEEL. IT'S NOT LIKE THAT.

It shares the same architecture as $20,000 arcade systems,

MAYBE IF I WRITE IT, OR

but Sega Saturn pumps the hottest arcade titles straight to

your reflexes for a fraction of the cost.



You're welcome. With a gameplay experience

GET ON THE MIKE, that grabs you and

pulls you in, it's no wonder the best games are

YOU'LL UNDERSTAND only on Sega Saturn.

Like intense sports titles with everything but the jock itch.

And this Christmas, EXACTLY

Sega Saturn will have the most electrifying library of EXCLUSIVE

WHAT I'M LIKE... games on the planet.

Games no one else has. So don't go thinking you know what

I DON'T THINK SO."

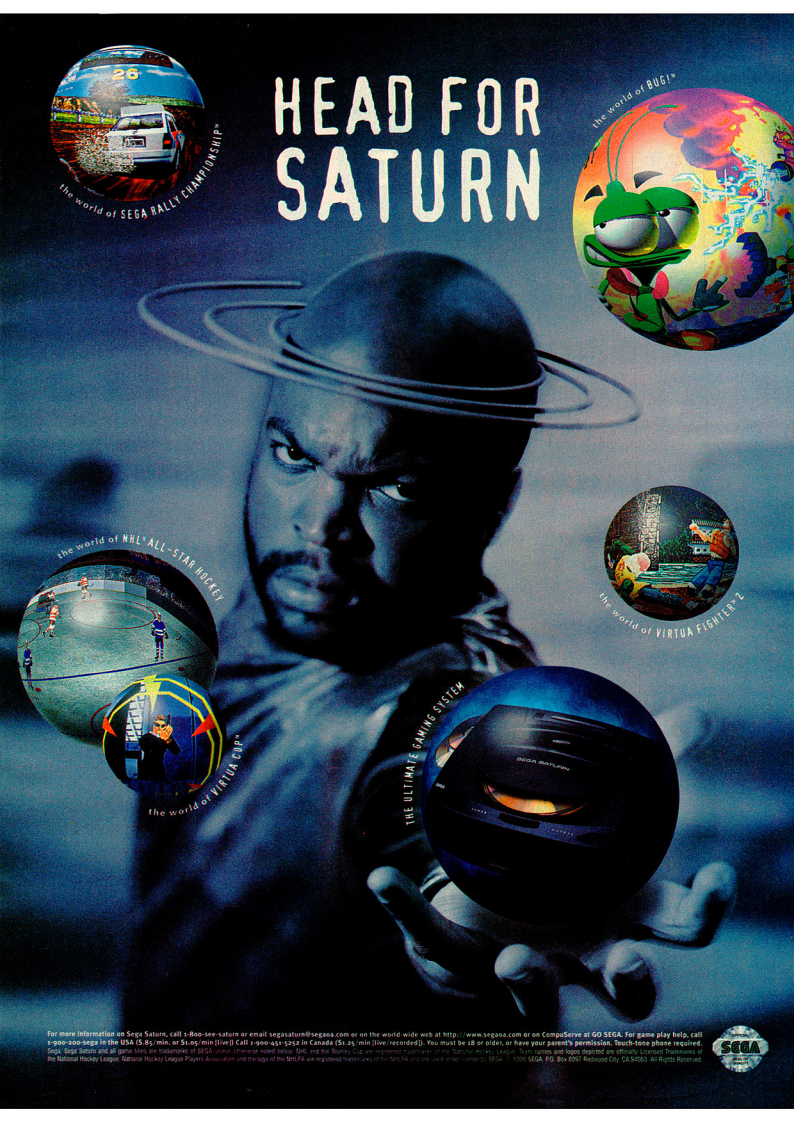
Sega Saturn is like before you've even experienced it.

And never judge a package by its rapper.

SEGA SATURN™

GO THERE.

* The trick was done on a preproduction or Japanese version of the game and is subject to change.



For more information on Sega Saturn, call 1-800-see-saturn or email segasaturn@segaoa.com or on the world-wide web at http://www.segaoa.com or on CompuServe at GO SEGA. For game play help, call 1-900-200-sega in the USA ($.85/min. or $1.05/min [live]) Call 1-900-451-5252 in Canada ($1.25/min [live/recorded]). You must be 18 or older, or have your parent's permission. Touch-tone phone required.
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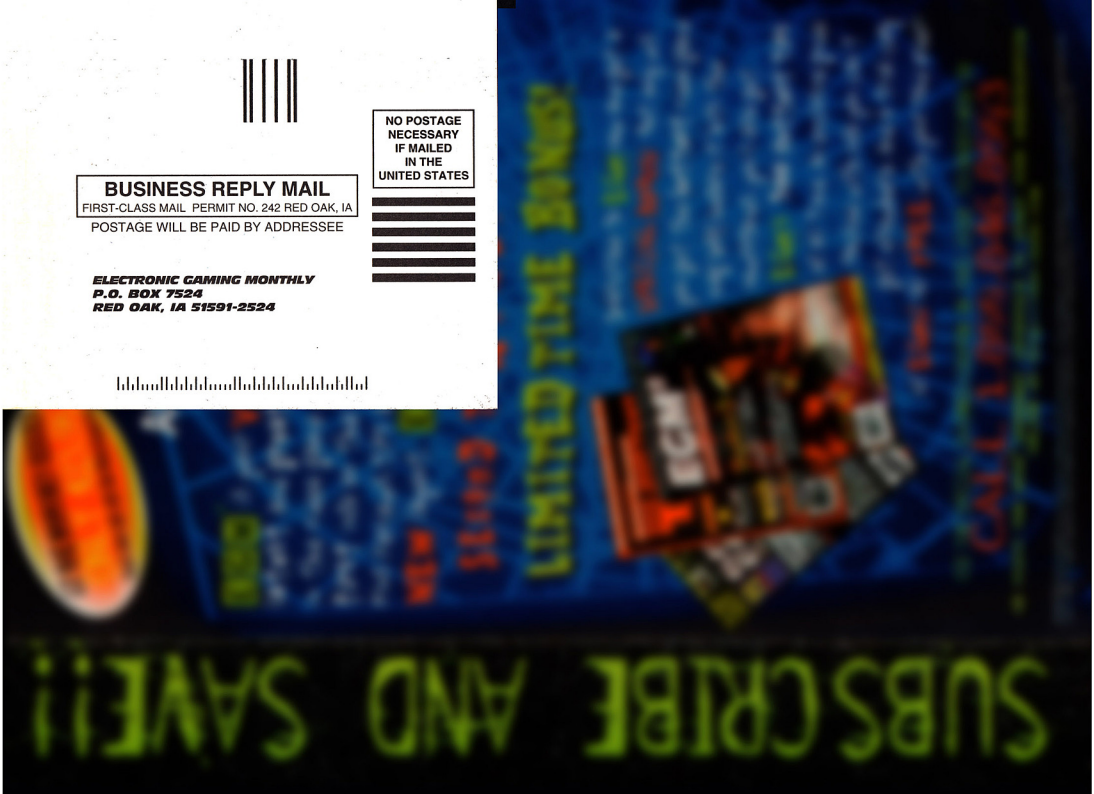
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{ An introduction to the hierarchy of Doom. }



Cyberdemon



Spider Demon



Revenant



Mancubus



Arachnotron



Imp



Lost Soul



Cacodemon



Baron of Hell



Knight of Hell



Chain Gunner



Demon



Spectre
(invisible)



Former Soldier



Former Sergeant



You

{ Custom Edition for the Sony Playstation. }

Doom. The Sony Playstation Custom Edition. Over 50 levels of madness and mayhem from Doom I and II. Plus all new levels of destruction as well. Every weapon, monster, and surprise you loved before. Plus a two-player Deathmatch mode for when you're feeling really nasty. The nice thing about Doom is you always know where you stand. Even if it's at the bottom of the food chain.



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* With Paid Subscription. EMM 249



KILLER CODES

NBA JAM: TE

(Acclaim/PlayStation)
Hidden Characters

The following are hidden characters that can be played on the court. Just choose "Yes" when asked for your initials and when entering the initials and birthdate, hold L1 and R1 until finished. The characters are as follows:
For *Catling*: Enter initials, CAT Jan 2.
For *Hutchinson*: Enter initials, BAR Apr 9.
For *D Falcus*: Enter initials, DAZ Aug 6.
For *Hodgeson*: Enter initials, HOG Dec 31.
For *Tunnicliff*: Enter initials, SAT May 7.
For *J Falcus*: Enter initials, JAS Nov 16.
For *Jax*: Enter initials, JAX Mar 1.
For *Mad Mike*: Enter initials, MUS Dec 24.
For *McHugh*: Enter initials, BAA Jul 12.
For *Gray*: Enter initials, ROB Feb 23.
For *Higgins*: Enter initials, TOM Feb 19.
For *Hill*: Enter initials, ZIG Apr 7.
For *J Moon*: Enter initials, JAY Aug 24.
For *Chow Chow*: Enter initials, CHD May 5.
For *Brutah*: Enter initials, GOW Jul 17.
For *Weasel*: Enter initials, DAN Jan 2.
For *Snake*: Enter initials, SNK Jun 15.
For *Renaldo*: Enter initials, REN Feb 4.

Continued on pg. 70

MORTAL KOMBAT 3

System: Genesis
Publisher: Williams Entertainment

CHEAT SHEET:

Many cheats

Follow the instructions below to access many hidden secrets within the game. The Vs. codes require two controllers.



For all you Genesis fans out there with the new MK3 game, here are many secrets, tips and cheats to make things more exciting! Just enter the following Cheat Menu codes at the Start/Option Screen:
For **Cheats**: A, C, UP, B, UP, B, A, DOWN.
For **Secrets**: B, A, DOWN, LEFT, A, DOWN, C, RIGHT, UP, DOWN.
For **Killer Codes**: C, RIGHT, A, LEFT, A, UP, C, RIGHT, A, LEFT, A, UP.
To fight as **Smoke**: Wait for the MK3 logo to appear (before the Main Menu Screen). As soon as you hear the bell toll, enter: A, B, B, A, DOWN, A, B, B, A, DOWN, UP, UP.
For **Endurance Match**: Highlight START then hold A, B, C and press START.
The following are to be entered at the *Vs.* screen with two controllers.
Player one starts with half energy bar: 0-3-3 0-0-0.
Player two starts with half energy bar: 0-0-0 0-3-3.
Player one starts with 1/4 energy bar: 7-0-7 0-0-0.
Player two starts with 1/4 energy bar: 0-0-0 7-0-7.
Dark fighting: 6-8-8 4-2-2.
Randper Kombat: 4-6-0 4-6-0.
Quicker Uppercuts: 6-8-8 6-8-8.
Blocking Disabled: 0-2-0 0-2-0.
Throwing Disabled: 1-0-0 1-0-0.



For Hidden Cheat Menus enter the codes here.



The Cheat Menus can all be entered within a game.



Shao Khan/Motaro can be enabled in this screen.



Select your fighter. Only one player can be a Boss.



Playing as a Boss can give you quite an advantage!



Turn the timer off or select your fighting zone.



Mess with sounds or give yourself more continues!



At the Vs. Screen, use both pads to enter the Vs. codes.

Winner of Round One fights Shao Kahn: 0-3-3 5-6-4.
Winner of Round One fights Smoke: 2-0-5 2-0-5.
Winner of Round One fights Motaro: 9-6-9 1-4-1.
Winner of Round One fights Noob Saibot: 7-6-9 3-4-2.
No Powerbars: 9-8-7 1-2-3.
No Timer: 6-6-7 0-0-0.
Unlimited Run: 4-6-6 4-6-6.
Psycho Kombat: 9-8-5 1-2-5.



Take a trip to outer space and fight angry aliens!

No Abuse: 9-1-1 9-1-1.
Galaxian: 6-4-2 4-6-8.

AMERICA'S LARGEST KILLER OF TIME™

ZOOP - IF YOU START YOU MAY NEVER STOP



(Dream cycle of a normal and healthy teen)



(Dream cycle of a teen who plays *ZOOP*)

Warning! *ZOOP* looks and plays like an innocent game, but extensive play may cause the following symptoms: loss of friends, loss of appetite, insomnia and excessive battery consumption. Whenever possible, avoid play.

The mental anguish of playing *ZOOP* grows until one day it manifests itself on your face.

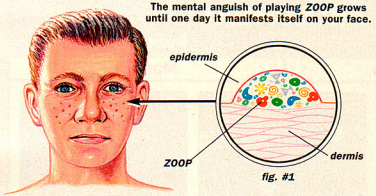
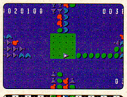


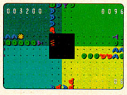
fig. #1

THE DEPTHS OF *ZOOP*

(Level 3)



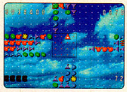
(Level 9)



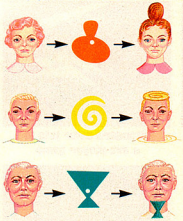
(Level 6)



(Level 72)



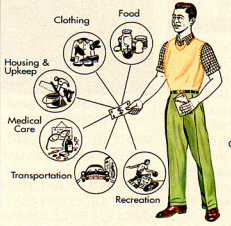
Research has shown the longer you play *ZOOP*, the more you actually start taking on the physical characteristics of *ZOOP*.



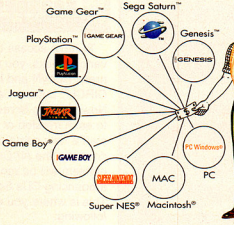
(Prolonged psychological effects are still under study.)

MONEY SPENDING PATTERNS.

before *ZOOP*:



after *ZOOP*:



Developed By

Bookstone

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TRICKS OF THE TRADE

KILLER CODES

NBA JAM: TE

(Acclaim/PlayStation)
Hidden Characters cont.

For *Fumungus*: Enter initials, GUN Jan 11.
For *Kabuki*: Enter initials, KUB Apr 14.
For *Max*: Enter initials, LIZ Aug 7.
For *Magic Hair*: Enter initials, STH Dec 8.
For *Sequoia*: Enter initials, SAW Apr 10.



For *Boo-Boo*: Enter initials, THI Nov 1.
For *Pistol*: Enter initials, WAN Jun 10.
For *Facime*: Enter initials, DEL Oct 19.
For *Air Dog*: Enter initials, AIR Jan 21.
For *Carlton*: Enter initials, CAL Mar 25.
For *Divita*: Enter initials, DIV Jul 3.
For *Goskie*: Enter initials, GOS Jan 6.
For *Liptak*: Enter initials, LIP Jan 14.
For *Rivett*: Enter initials, REV Jul 6.
For *Turmell*: Enter initials, TUR Jan 31.
For *Charles*: Enter initials, CHA May 4.
For *Thomas*: Enter initials, FNK Jan 8.
For *F Prince*: Enter initials, FRS Feb 2.

Continued on pg. 72

OFF-WORLD INTERCEPTOR EXTREME

System	Publisher
PlayStation	Crystal Dynamics

CHEAT SHEET:

Tons of Cash

This trick can gain you tons of cash to help beef up your vehicle! Just enter the code in the Options Screen.

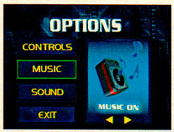


Here is a trick to help you buy all the supplies you'll ever need to get ahead in the game. At the Main Menu, go into the Options Screen and then press: SQUARE, X, CIRCLE buttons (6X) and then press L1. If done correctly, you should hear a sound and when you look at your cash it should be substantially larger! How about a little shopping?

Jeff Weaver;
San Francisco, CA



At the Main Menu, enter the Options.



In Options, press: Square, X, Circle (6X) then L1.



You should hear a sound. Now look at your cash!

AIR COMBAT

System	Publisher
PlayStation	Namco

CHEAT SHEET:

Various tricks

Codes are all entered at the screen with bouncing CDs. To get this press DOWN and hold R1, CIRCLE buttons during the loading screens.



To have access to these various tricks, you must press DOWN and hold R1, CIRCLE buttons before the Now Loading Screens prior to each mission or when you start a new game. If done correctly, the Air Combat emblem will be replaced by a bouncing CDs Screen. This is where you enter the following:
Secret game between missions: UP, LEFT, DOWN, RIGHT. *Standard-color planes:* UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT, hold R1. *Standard colors in two-player game:* LEFT, RIGHT, LEFT, RIGHT, DOWN, UP, DOWN, UP, CIRCLE, CIRCLE, TRIANGLE, TRIANGLE, TRIANGLE.

Wayne Baker;
Maple Ridge, Canada



When at this screen, you can enter the following codes.



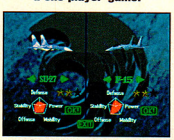
You will see an icon at the bottom left, if done right.



Access a secret game between missions.

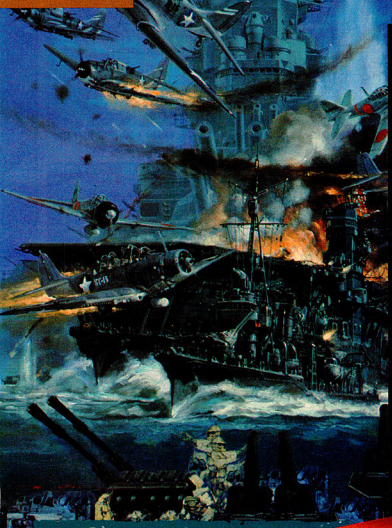


Standard-color jets in a one-player game.



Standard colors in a two-player game.

TARGET OR BE TARGETED!



The battle rages on. Two opponents. Two strategies. The year is 1941 and the scene is the Pacific. Japanese Zeros appear on the horizon, marking the beginning of World War II. From Pearl Harbor to unconditional surrender, this is your battlefield.

PTO II delivers the power to control this infamous war. With new technology, faster and better war machines are at your disposal. Command the guns of the mighty Missouri, launch devastating Japanese fighter attacks, or storm the beaches of Okinawa. India, Australia, and the east coast of the United States mark new regions for enemy domination. Three campaigns await the most ambitious of generals while single-ship engagements prepare you for more!

- **Play one of three major campaigns or seven short scenarios**
- **Set your own victory conditions**
- **Execute precise military maneuvers with over 100 unique officers**
- **Select from 120 warships, 60 fighters & bombers, 20 submarines, & 10 categories of tanks**
- **Intercept & decipher enemy messages using technologically advanced weaponry**
- **Command forces from 70 strategic bases around the globe**
- **Full motion video enhances special events and commands (not available for Super NES or IBM CD)**
- **One or two player excitement**

Super NES Screens Shown



Torpedoes are a deadly form of attack.



Strongarm Presidents, Prime Ministers and Commanders.



Powerful guns provide long-range fire power.

P.T.O. II

Pacific Theater of Operations

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KILLER CODES

NBA JAM: TE

(Acclaim/PlayStation)
Hidden Characters cont.

For *Heavy D*: Enter initials, HEA Jan 9.
For *Hillary Clinton*: Enter initials, HIL Nov 6.
For *Jazzy Jeff*: Enter initials, JAZ Oct 9.
For *Benny*: Enter initials, BEN Sept 20.
For *Blaze*: Enter initials, BLZ Jan 14.
For *Hugo*: Enter initials, HOR Jun 12.
For *Bird*: Enter initials, LAR Jan 15.
For *Gorilla*: Enter initials, APE Apr 2.
For *Crunch*: Enter initials, WOL Mar 7.
For *Clinton*: Enter initials, BIL Jun 3.
For *Mike D*: Enter initials, M_D Jul 1.
For *Adrock*: Enter initials, ADR Apr 6.
For *Gordon*: Enter initials, GOR Jul 3.
For *MCA*: Enter initials, MCA Apr 9.
For *Shelley*: Enter initials, SHY Jun 8.
For *Moore*: Enter initials, MOE Jun 8.
To have 26 of the 27 teams defeated: Enter initials, END Jan 1.
To have 27 of the 27 teams defeated: Enter initials, FIN Jan 1.
For an *Extended Roster*: Move to your desired team in the Team Select Screen, hold SELECT, then rotate the D-pad counterclockwise twice.

Jeffrey Yee; Honolulu, HI

WILD WOODY

System	Publisher
Sega CD	Sega

CHEAT SHEET:

Various codes

You will need two controllers to access the following cheat code. Use the cheat code to access the other codes.



The following cheat code can give you various cheats to help you through the game. At the Title Screen, hold DOWN, A, C on controller one and hold LEFT and B on controller two simultaneously. If done correctly, you should hear a sound. Now, begin a new game and enter the rest of the codes on controller two.

For *Level select*: press START.



Enter the Cheat code here at the Title Screen.



Now, when you are low on the health meter...



...press A on controller 2 to refill at any point in the game.

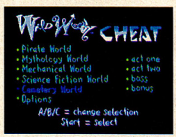


Hold C on controller two to become immobile.

To *Refill your health*: press A.

To become *Immobile*: press and hold C and use the D-pad to move.

For *Sketch power-ups*: press B.



For a level select, press START on controller two.

WIPEOUT*

System	Publisher
PlayStation	Psygnosis

CHEAT SHEET:

Access Rapier Class

You can now access Rapier class just by entering the following code at the Player/Option Screen within the game.



You thought that it was not accessible. Well, here you go! Just enter the Player/Option Screen and highlight One Player.

Then press and hold L2, R2, LEFT, START and SELECT. Now press X. You should now be able to enter the Rapier class, which has slightly different surroundings and is much more of a challenge. Watch out for those sharp turns!



Before entering the code, you couldn't select Rapier class.

At Player/Options Screen, enter the previous code.



You will now be able to access Rapier Class.

*The trick was done on a preproduction or Japanese version of the game and is subject to change.

ALL ZOMBIES IN FAVOR OF BANNING CORPSE KILLER RAISE YOUR, WELL, RAISE WHATEVER YOU GOT LEFT.

Welcome to Cay Noir, a cozy little island infested with enough zombies to film the next 8 sequels to Night of the Rotting Dead. As a Special Forces officer, you must mow your way through a C.I.A. plot gone awry, stopping only to spit, reload and wipe the splattered zombie blood off your boots.



The new Graveyard Edition features gory sounds, tons of shooting targets, full-screen zombies and, yes, lots of blood. Enjoy. You trigger-happy little sicko.







CORPSE KILLER
GRAVEYARD EDITION

AVAILABLE ON WINDOWS 95 AND MS-DOS CD-ROM, SEGA SATURN AND MACINTOSH CD-ROM. SEE YOUR LOCAL RETAILER. http://www.digipix.com 1-800-332-0032

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The flying is so realistic,
it'll actually create

a sonic

boom.

(In your shorts.)



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PlayStation

Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK,™ the only fighter plane that gives you true 360° movement. It's just you, your Sony® PlayStation™ and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it, is to battle the madman Kreel through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.

SONY

PlayStation

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PRIMAL RAGE

STRATEGY TALK

If you're a fan of the arcade game, then you will probably like these versions. Everything from the arcade has been brought to these systems, including some extra options like a tug-of-war. In the tug-of-war, you and your opponent share the same life bar. Each does damage to each other, and the first one to pull the life bar over to his/her side wins. All the versions look really good when compared to the arcade. Fans should definitely enjoy these.

—John Gurka

ARMADON



Moves

Hornication: (HQ+HF+LQ) D,T,U
Bed-o-Nails: (HF+LQ) D,U
Gut Gouger: (HQ+HF+LQ) T,A
Rushing Upper: (HQ+LQ) A,D,T
Iron Maiden: (HF+LQ) A,U,T
Flying Spikes: (HF+LF) A,U
Spinning Death: (HQ+LF) A,T,D

Finishing Moves

Gut-Fling: (HQ+HF+LQ) D,D,D, D,U
Meditation: (HQ+HF+LQ+LF) T,D,A,T,T

Combo

In close HQ, Standing HQ, Standing LF

Strategy

This is a cool combo. Beat the computer using cheap shots by continually hitting standing High Fierces. Dive in with an in-close jumping High Fierce then immediately do another jumping High Fierce.









VERTIGO



Moves

Venom Spit: (Fast) HQ+LQ,T,T
(Slow) HF+LF,T,T
Scorpion Sting: (HF+LQ) T,T
Voodoo Spell: (HF+LQ) A,A
Teleport: (HF+LF) D,D
Come Slither: (HQ+LQ) T,T

Finishing Moves

Petrify: (HF+LF) A,A,A (Continue holding HF+LF and add HQ+LQ) T,T
Petrify: (HF+LF) A,A,A (Continue holding HF+LF and add HQ+LQ) D,U

Combo

Standing HQ, Scorpion Sting

Strategy

Blast venom at your opponent while teleporting. This confuses most anybody. Constantly hitting HF is also a cheap way to beat the computer. Use the Scorpion Sting in combos to dizzy your opponent.









SAURON



Moves

Primal Scream: (HQ+LQ) D,U
Cranium Crusher: (HQ+LF) D,U
Earthquake Stomp: (HQ+HF+LF) U,D
Stun Roar: (HQ+LQ) A,T
Air Throw: (HF+LF) in the air
Neck Throw: (HF+LF) T,A

Finishing Moves

Flesh-Eating: (HQ+LQ) D,D (Continue holding HQ+LQ and add HF+LF) U,U
Carnage: (HQ+HF+LQ+LF) A,T,A,T,A

Combos

In close HQ, Crouching HQ, Standing LF

Strategy

He is extremely powerful and pretty quick. Constantly use Cranium Crushers and Dragon Punches, especially against the computer. The Earthquake Stomp is always good for a hit.









Legend: HQ=High Quick, HF=High Fierce, LQ=Low Fierce, LQ=Low Quick,T=Toward, A=Away, D=Down, U=Up
Note: All moves were performed on a preliminary version and are subject to change for each system.

CHAOS



Moves

Fart of Fury: (HF+LQ) D,T,U,A
Power Puke: (Fast) HQ+LQ,U,T
(Slow) HF+LF,U,T
Ground Shaker: (HF+LQ) A,UA,DA
Battering Ram: (HQ+LQ) T,A,T
Flying Butt Slam: (HF+LF) DT,U,DT

Finishing Moves

Cannonball: (HQ+HF+LQ+LF) D,T,U,DT
Number One: ((HQ+LQ) D
(Continue holding HQ+LQ and add HF+LF) A,T,A,T

Combos

In close HF, standing HF

Strategy

Keep the enemy at bay with Power Pukes and the Battering Ram. Use the Battering Ram at the end of most of your combos for an extra hit. The Ground Shaker works great when in a bind.









Moves

Ice Geyser: (HQ+HF+LF) D,U
Cold Breath: (HQ+HF+LF) A,T
Punching Bag: (HQ+LF) T,D,A,U
Throw: (HF+LQ) T,D,A,U
Air Throw: (HF+LF)

Finishing Moves

Brain Bash: (HQ+HF+LF) D,D,A,U,T
Uppercut: (HQ+HF+LQ+LF) D,D,D,D,T

Combos

Jumping LF, Jumping LF, Crouching LF, Crouching LF

Strategy

He is the Sub-Zero of Primal Rage. Use his freeze techniques often to leave the enemy open for your combos. The Ground Freeze doesn't work too well, but it is helpful when in a pinch.

BLIZZARD











DIABLO



Moves

Torch: (HQ+LQ) U,UT,T
Hot Foot: (HF+LF) AU,DT
Fireballs: (Fast) HQ+LQ,D,T
(Slow) HF+LF, D,T
Mega Lunge: (HQ+LF) D,U
Inferno Flash: (HF+LQ+LF) U
Pulverizer: (HQ+LF) U,T,D

Finishing Moves

Incinerator: (HQ+HF+LQ+LF) UA, D,DT
Fireball: (HF+LQ+LF) T,T,T,T,T

Combos

In close HQ, in close LQ, then end with either fireball.

Strategy

Diablo is the cheapest character when doing just standing HFs. Also, do a Hot Foot move to keep all enemies away. His Forward Torch is almost useless but his fireballs keep everyone at bay.









TALON



Moves

The Slasher: (HQ+LQ+LF) D,T
Brain Basher: (HF+LQ) A, AU,U, UT,T
Jugular Bite: (HF+LF) A,T
Face Ripper: (HF+LF) D,T
Frantic Fury: (HQ+LF) D,T
Run: (HQ+LQ) Toward, Away

Finishing Moves

Heart Wrenching: (HQ+LQ+LF) T, D,A,U,D
Shredding: (HQ+LF) T,D,A,U,T

Combos

Jump in with a deep HF, land on the other side and then HQ, Crouching LF.

Strategy

Use the quick dash options to run in and hit the enemy, then immediately dash backward to avoid a counter-attack. His standing HD is pretty devastating.









Legend: HQ=High Quick, HF=High Fierce, LQ=Low Fierce, LQ=Low Quick,T=Toward, A=Away, D=Down, U=Up
Note: All moves were performed on a preliminary version and are subject to change for each system.

CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO PHO

BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO

Sex. Drugs. Violence. Weapons. San Francisco. Men In Tights.



SNOW JOB™

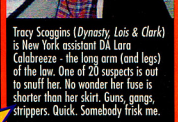






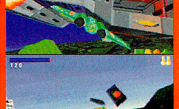


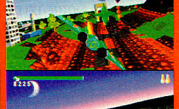
Tracy Scoggins (*Dynasty, Lois & Clark*) is New York assistant DA Lara Calabreeze - the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.



STAR FIGHTER™









A must own for hard-core shootists. A smorgasbord of violence. Soar, explore and shoot the smores out of anything that moves (or is dumb enough to sit still). Huge 3D world, huge missiles, huge fun. Fly anywhere, shoot anything. You choose. It's the American way.





So what chaste champions of family values came up with this collection? The developers with a morally high-fiber diet, Studio 3DO, that's who. Gaming geniuses that have generated more solid hits than the last Tyson fight.

See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com

MORE WHOLESOME FUN **ONLY ON 3DO**

STUDIO 3DO

TREASURE BY THE BAY ONLY ON 3DO PHOENIX 3 ONLY ON 3DO

3DO, the 3DO logos, BattleSport, Captain Quazar, Golden Gate: Treasure by the Bay, Phoenix 3, Snow Job and Star Fighter are trade-

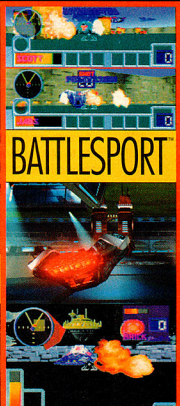
ENIX 3 ONLY ON 3DO BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY



PHOENIX3™



Like great space combat and bitchin' weapons? So do we. As hero Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a word, no.



BATTLESPORT™

Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.





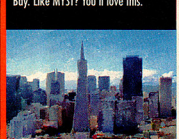


GOLDEN GATE: TREASURE BY THE BAY™





Someone left more than their heart in San Francisco. It's hidden treasure, and no Tony Bennett around to help you locate it. Decipher puzzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bay. Like MYST? You'll love this.





CAPTAIN QUAZAR™



"Look! Up in the sky! It's a rocket!" No, it's a grown man in very snug tights. Meet Captain Quazar - the bumbling superhero with powers far beyond mortal men (and brains far below). Battle evildoers with an arsenal of weapons and the wits of the witless Captain.



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ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE:











GUIDE TO MOVES

Use the guide below to help you through the moves on the following pages.

F	Forward
DF	Down/Forward
D	Down
DB	Down/Back
B	Back
UB	Up/Back
U	Up
UF	Up/Forward
Red Sign	HOLD POSITION
P	Punch
K	Kick
G	Guard
(N)	NEAR
(B)	BEHIND

MODES OF PLAY

To overcome boredom with this game (if there ever will be), Sega implemented different modes of play to keep the game fresh. The Arcade Mode is the exact game you get in the arcade. The Vs. Mode allows for head-to-head competition. The Ranking Mode tests how many matches you can win continuously. In the Team Mode, you can choose a team of five characters and fight against another team of five. This is very cool, especially against a friend.









SAME PLAYER

As with most fighting games, a character gets to play against his or her own persona in any of the modes of play.



Virtua Fighter 2

NEW FEATURES

- More than 1200 fighting moves
- Two new fighters
- Changing 3-D perspectives
- Double the speed of VF1
- New backgrounds add realism
- New Tournament Mode



STRATEGY TALK

Wow! It's only been six months since the Saturn was released, and by year's end, Sega fans will be treated to one of the best fighting sequels to hit any game system! Virtua Fighter 2 is an instant hit. In December, it will storm into homes as the hottest fighting game this holiday season. This virtually identical arcade conversion sports the best graphics as well as animation, gameplay and fun for the Sega Saturn thus far. What sets this apart from the rest is its A.I. that's actually very intelligent!

—Al Manuel











Three ways to win









Sudden Death

If two fighters end a match in a draw, it will move to Sudden Death. The two are pitted in a much smaller ring. It becomes easier to ring out!















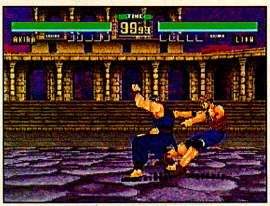
Counter Defense

Getting thrown in a fight is very frustrating, especially when it happens a lot. To counter this, players can slip out of an opponent's hold or throw. To execute, you must press Punch and Guard at the same moment your opponent begins to throw you. Timing is critical!



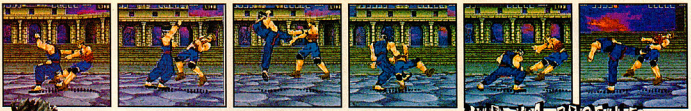
Advanced A.I.

Sega has incorporated Artificial Intelligence that actually "learns" your style of fighting and will mimic your patterns. So if you throw a lot, the computer will throw a lot. If you use a lot of special attacks, the computer will do the same. The better you play against the computer, the more competitive it will play against you. Don't worry if you play some bad matches because there is a slight skill degradation on your computer opponent.





AKIRA





Akira's main strength is in his special attacks and close-range moves. The speed of his attacks make up for the lack of combos.



COMBO ATTACK

This is only a short two-hit series, but it's very effective. To begin, press forward, forward and kick, then kick. This can be a headache on the receiving side.



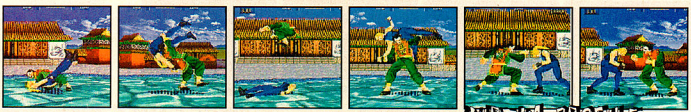
VIRTUA PROFILE

Country **Japan**
Job **Kung Fu Teacher**
Hobby **Kung Fu**

Blood **O**
Height **176 CM**
Weight **76 KG**

SPECIAL MOVES AND ATTACKS	
Gates Open Punch	P, P
Kansuitai	P, K
Jouho Chochu	R, P
Migi Tankyaku	R, R, K
Renkan Tai	R, R, K, K
Rimon Chochu	R, R, P
Moko Kohazan	D, R, P
Tetsuzan Ko	L, R, R, P+K
Doppo Chositsu	K+G, Release K
Soka Ho	DF, P
Toshin Sotai	(N) P+G
Shini Ha	(N) DB, F, P+K
Hashitsutai	D, K
Gekihou Sui	U, P
Youzan Dai	Sit+K
Hou Sui	Sit+P

LAU





Lau Chan is a master at forcing opponents backward toward the outer areas of the ring. Because of his quickness, it's hard to hit him.



COMBO ATTACK

One of Lau's combos will land a lifting punch, and a punch, then a thrust kick. Press down/forward and punch, then punch, followed by a kick.



VIRTUA PROFILE

Country **China**
Job **Cook**
Hobby **Reading**

Blood **B**
Height **169 CM**
Weight **67 KG**

SPECIAL MOVES AND ATTACKS	
Renken Ensenshu	P, K+G
Shakasho	DF, P
Rensho Senpu Tai	DF, P, P, K
Rensho San	DF, P, K+G
Rensho Ensen Shu	DF, P, D, K+G
Shajou Sho	DF, P
Chu Geki	R, P
Senpu Ga	K+G
Ensen Shu	D, K+G
Koky Aku Haiten	UB, K
Kensha Toutaku	(N) P+G
Ryusha Senten	(N) B, P
Tensin Hainsho	(N) B, F, P
Renken Tensin Kyaku	P, P, P, K
Kuu Kokyaku	UF, K+G
Kosou Renshu	U, P, P



VIRTUA PROFILE

Country **Taiwan**
Job **Actress**
Hobby **Dancing**

Blood **O**
Height **166 CM**
Weight **49 KG**

SPECIAL MOVES AND ATTACKS	
Renkan Tensin Ryaku	P, P, P, K
Renkan Tensin Soukyaku	P, P, P, D, K
Renkan Senpuga	P, K+G
Renkan Ensenshu	P, D, K+G
Senpu Ga	K+G
Ensen Shu	D, K+G
Taito Risenkyaku	(sit) R, (stand) K
Haiten Kyaku	UB, K
Raiin Shoda	DF, P
Tensin Soto	(N) P+G
Senpu Enjin	(N) B, F, P
Tenchi Toraku	(N) B, D, P
Toushin Insho	(N) F, F, P+K
Raigekisho	P, P, P
Renkan Haiten Kyaku	P, P, P, UB, K
Soken Sanpu Tai	P, P, K



COMBO ATTACK

This is one of the easiest combos to pull off. Land three consecutive punches, then follow up by holding up/back and kick. This leaves her vulnerable if missed.



Although Pai is skilled with a variety of attacks, her strength is in her evasive maneuvers. Her counterattacks are great against most attacks!



PAI



VIRTUA PROFILE

Country **Canada**
Job **Wrestler**
Hobby **Hunting**

Blood **O**
Height **180 CM**
Weight **100 KG**

SPECIAL MOVES AND ATTACKS	
Hammer Kick	P, K
Jab Straight	P, P
Uppercut Combo	P, P, P
Vertical Uppercut	DF, P
Sonic Uppercut	DF, P
Knee Blast	F, K
Axe Rallyart	F, F, P
Shoulder Attack	B, F, P
Brain Buster	(N) P+G
German Suplex	(B) P+G
Body Slam	(N) F, P
Giant Swing	B, DB, D, DF, F, P
Double Arm	(sit) P+K+G
Body Crush	(enemy down) U, P
Front Snap Kick	DF, K
Spinning Back Punch	B, B, P

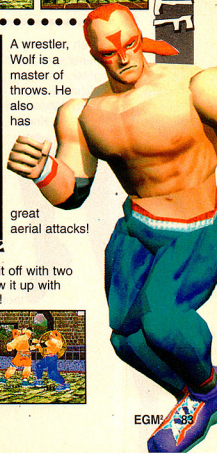


COMBO ATTACK

This combination is a three-hit series. Lead it off with two consecutive punches to the head, then follow it up with forward and punch. The uppercut looks cool!



A wrestler, Wolf is a master of throws. He also has great aerial attacks!



WOLF

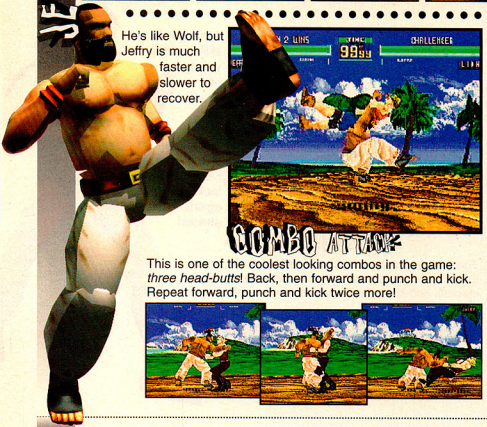
JEFFRY



VIRTUA PROFILE

Country	Australia	Blood	A
Job	Fisherman	Height	183 CM
Hobby	Reggae	Weight	111 KG

He's like Wolf, but Jeffry is much faster and slower to recover.



COMBO ATTACK

This is one of the coolest looking combos in the game: *three head-butts*! Back, then forward and punch and kick. Repeat forward, punch and kick twice more!

SPECIAL MOVES AND ATTACKS

Double Uppercut	DF, P, P
Dash Elbow	F, F, P
Elbow Uppercut	F, F, P, P
Elbow Blow	F, P
Elbow Hammer	F, P, B, P
Toe Kick	D, K
Toe Kick Hammer	D, K, P
Dashing Knee	F, K
Back Flip	(N) P+G
Back Breaker	(A) P+G
Power Slam	(N) F, P
Body Lift	(N) B, P+G
Splash Mountain	(N) DF, DF, P+K
Iron Claw	(enemy sit) D, P
Machine Gun Knee	(enemy sit) D, F, P
Smash Uppercut	DF, P

SARAH



VIRTUA PROFILE

Country	U.S.A.	Blood	AB
Job	College Student	Height	168 CM
Hobby	Skydiving	Weight	54 KG

Sarah is a very offensive-minded fighter, with quickness and agility. Watch her Rising Knee!





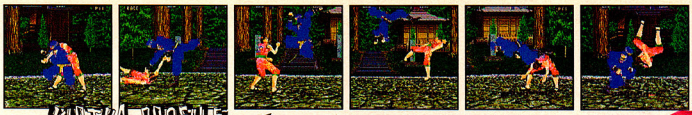
COMBO ATTACK

Sarah's speed allows her to pull off some quick combos. Start off with three straight punches, then hold up and kick. *Four hits*!



SPECIAL MOVES AND ATTACKS

Combo Rising Knee	P, P, P, K
Rising Elbow	F, P
Double Joint Attack	F, P, K
Knee Thrust	F, K
Double Step Knee	F, K, DF, K
Jack Knife Kick	D, K, K
Mirage Kick	DF, K, K, K
High Kick	K, P
Rising Knee	D, F, K
Dashing Knee	F, F, K
Leg Slicer	D, K+G
Somersault Kick	UB, K
Front Suplex	(N) P+G
Back Drop	(B) P+G
Choke Throw	F, F, P
Back Knuckle Punch	B, B, P



KAGE

VIRTUA PROFILE

Country **Japan** Blood **B**
Job **Assassin** Height **173 CM**
Hobby **Mah-jongg** Weight **64 KG**

SPECIAL MOVES AND ATTACKS

Sandan Urageri	**P, P, P, K**
Sandangeki	**P, P, P**
Hiji Uchi	**F, P**
Fushin Hizageri	**D, F, K**
Ryei Kyaku	**F, F, K**
Senpu Keri	**UB, K**
Suisha Geri	**UB, K+G**
Tumuji Geri	**D, K+G**
Kaiten Jisuri Kyaku	**B, DB, D, DF, F, K**
Koten Jisuri Kyaku	**F, DF, D, DB, B, K**
Thunder Dragon	**F, F, P+K+G**
Taito	**(N) P+G**
Haura Kasumi	**(B) P+G**
Koenraku	**(N) B, P**
Katana Kasumi	**(N) P+K+G**
Kage Kasumi	**(N) B, F, P**



COMBO ATTACK

This combination is difficult to evade because it happens so quickly. Press back, then forward and punch and kick. Then press punch and kick again. Ouch! That hurts!



With his improved speed, Kage can vary his attacks from high to low, confusing his opponents. He also has the advantage of increased range. Dangerous!





JACKY

VIRTUA PROFILE

Country **U.S.A.** Blood **A**
Job **Indy Racer** Height **177 CM**
Hobby **Training** Weight **72 KG**

SPECIAL MOVES AND ATTACKS

Punch Spin Kick	**P, K**
Punch Low Spin Kick	**P, D, K**
Jab Straight	**P, P**
Double Punch Snap Kick	**P, P, K**
Piston Punch	**P, P, P**
Combo Back Knuckle	**P, P, B, P**
Combo Elbow	**P, P, F, P**
Spinning Back Knuckle	**B, K**
Double Spin Knuckle	**B, P, P**
Spinning Arm Kick	**B, P, K**
Low Spin Kick	**B, P, D, K**
Rising Elbow	**F, P**
Slant Back Knuckle	**DB, P**
Dash Hammer Kick	**F, F, K**
Brain Buster	**(N) P+G**
Leg Slicer	**D, K+G**

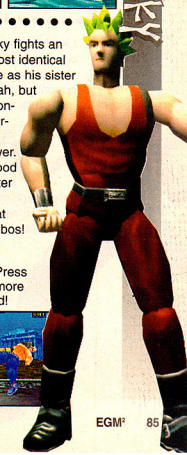


COMBO ATTACK

This is Jacky's *five hitter*! It's nasty if it connects! Press down and kick, then continue with a flurry of four more kicks. These kicks would make Chuck Norris proud!



Jacky fights an almost identical style as his sister Sarah, but is considerably slower. A good fighter with great combos!



SHUN



VIRTUA PROFILE

Country	China	Blood	O
Job	Herbal Doctor	Height	5'4 1/2"
Hobby	Herbs	Weight	138 KG

SPECIAL MOVES AND ATTACKS	
Gekiten Santai	P, K
Ren Geki	P, P
Saishu Renkangeki	P, P, P
Gyouin Haishu	DF, P
Ouso Geki	B, P
Rensai Gakushu	F, P
Gyoshin Totai	B, K
Chubu Soutenkyaku	F, F, K
Tensin Soushushou	P+K
Tanhi Chogeki	K+G
Senpu Sotai	D, K+G
Zaban Tetsu	D, D
Saikei Kyaku	D, D, K
Suiho Tensinchu	(N) P+G
Honshin Rensekyaku	B, K+G
Tenchi Chugeki	U, P



Shun's style is that of the Drunken Fist. It's comprised of many combos and low attacks.



COMBO ATTACK

This combination set is the easiest. All it requires is quick fingers and you've done it! Press the punch button three times for a three-hit combo.



LION



VIRTUA PROFILE

Country	France	Blood	AB
Job	Student	Height	5'7"
Hobby	Knives	Weight	134 KG

SPECIAL MOVES AND ATTACKS	
Rensui Tai	P, K
Koshu Rensui	P, P
Renkan Sensho	P, P, P
Sen Insho	DF, P
Banchu	F, P
Gyuchu Sensho	U, P
Toho Soshu	P+G
Soji Senpu	F, P+G
Kosho Taishitu	F, K
Zen Sotai	D, K, K
Ko Sotai	D, K+G
Senkyu Tai	D, D, K
Hato Shu Shutai	(N) P+G
Ranko Shuhaishu	(B) P+G
Shicci Soutai	DF, K+G
Taisan Soukushu	B, P



Lion has the uncanny ability to close in on his opponents with quick attacks.

He is also very adept with an assortment of throws.



COMBO ATTACK

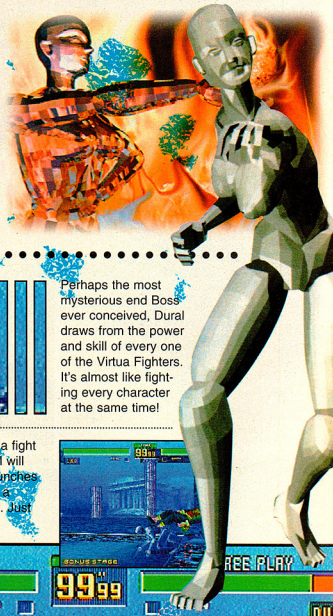
Here's a nice one. Press down and kick, then punch and kick. Lion will sweep his opponent and follow with the a flying, spinning kick to the head!



DURAL



No matter how hard you try, if you're not patient with Dural, you're gonna get burned!



VIRTUA PROFILE

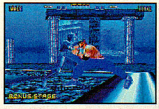
Name	UNKNOWN
Country	UNKNOWN
Height	UNKNOWN
Weight	UNKNOWN
Blood Type	UNKNOWN
Birthday	UNKNOWN
Age	UNKNOWN
Job	UNKNOWN
Hobby	UNKNOWN



Perhaps the most mysterious end Boss ever conceived, Dural draws from the power and skill of every one of the Virtua Fighters. It's almost like fighting every character at the same time!

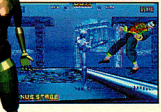
Those who oppose Dural are in for a fight that will surely test their skills. Dural will attack relentlessly with a flurry of punches and kicks. This Boss won't yield for a moment so you can gather yourself. Just be patient and study her patterns.

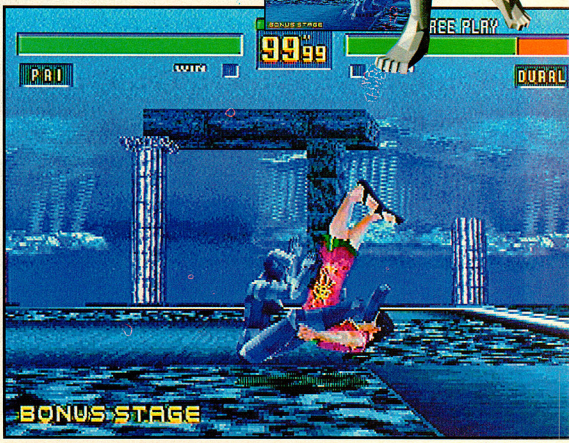


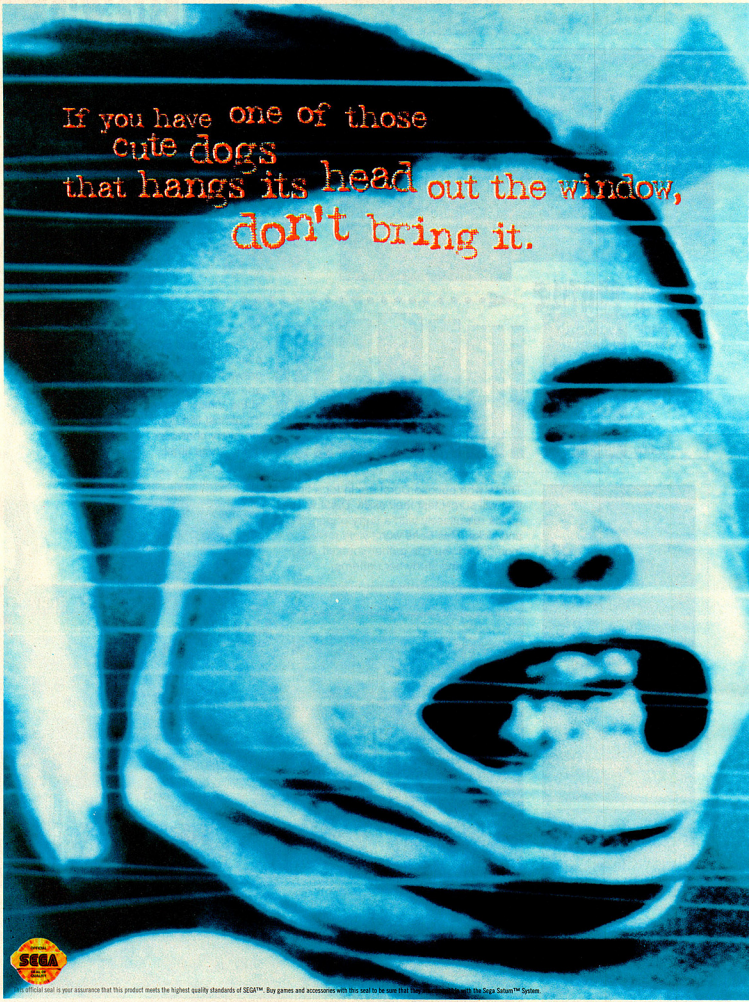












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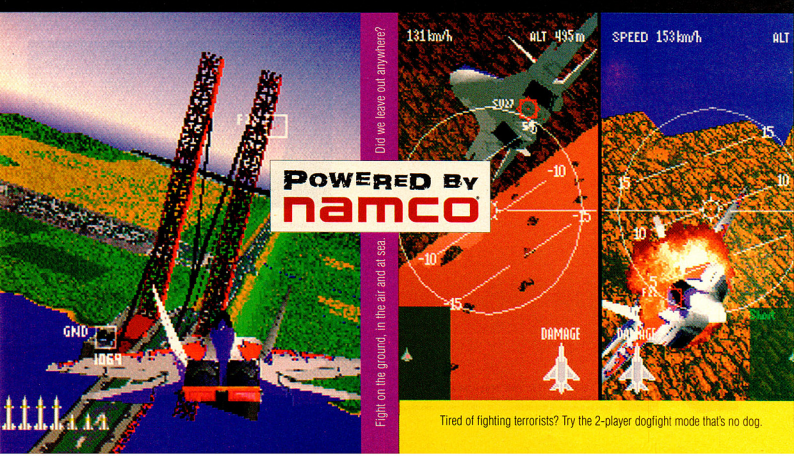


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KIDS TO ADULTS AGES 6+

PlayStation



PLAYSTATION

WARHAWK



Twisted Metal Preview

If you watch the credits, a Twisted Metal preview will be shown at the end.







Make sure you are always moving and never flying in a straight path. Instead, you'll want to keep changing your course constantly as you home in on the target. This will confuse the enemy.



You can recharge your shields by constantly doing loops by holding down on the controller or by doing a really sharp turn by pushing Right on the control pad while holding down R2 and your afterburners. Just hold your pattern until the shields are full.



The green arrow in the middle of the radar points to your primary target. If you get lost or don't know what to do, just follow the radar and aim at something red.



Your front shields are the strongest. Some of the damage to these will bleed off to the sides.



The planes and tanks in the levels will regenerate when killed, so don't waste your missiles on these dudes.

STRATEGY TALK

Be careful! You see, Kreel is a lot more powerful than we gave him credit for. We thought you could go in the war zone blindly, but oh, how wrong we were.

We used our spy technology to ransack the offices at Singletrac, gathering as much information on Kreel's forces as possible. The following pages should make your mission more enjoyable while also helping you kick Kreel's butt.

—Ron Marciniak

Massive Destruction

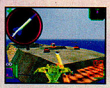
There are two classifications of weapons in Warhawk: those that lock-on and those that don't. The Swarmers and Lock-ons will home in on the targets; therefore, these can help identify weak points in enemy structures. However, these should be saved for moving targets. Unload the rockets or plasma cannon on anything standing still.

Swarm Missiles



Because the Warhawk shoots six of these, they are effective in hitting moving targets. The Super Swarm missiles work the same but are faster and more powerful.

Lock-On Missile



These are super strong but slow and inaccurate unless the target is stationary. You don't get very many, so use them sparingly. The Ultra Lock-ons are the best missiles.

Rockets



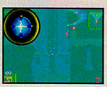
You get tons of these. They're powerful. Because they don't lock-on, you'll want to use them against something easy to hit. Save the Swarmers and Lock-ons.

Plasma Cannons



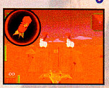
This can wipe almost anything out, but it's extremely hard to use. You're better off using one powerful shot instead of a bunch of little ones not charged up much.

Flash Bomb



This weapon completely wipes out enemy fire for a short period. It can aid you in recharging your shields, so save it for a time when you are about to die.

Doomsday Bomb



This thing rocks, blowing up everything in sight. It can be of great help when you can't find a place to hide in the canyon or gauntlet. It will also wipe out many main targets.

—This star represents the relative starting point on the levels.

The DESERT





Initial Target





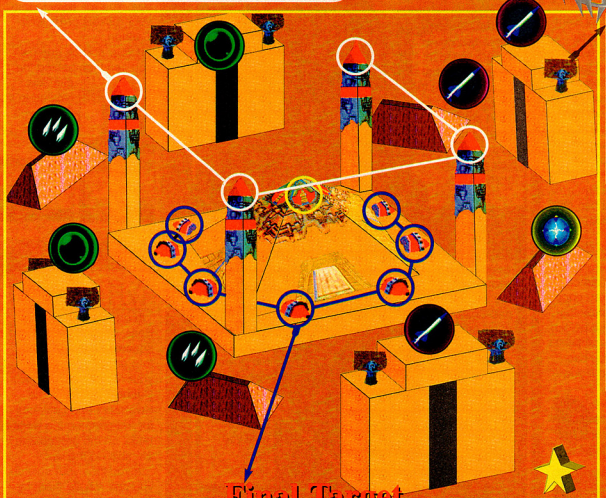
The first part of your mission requires you to destroy the four towers circled in white on the map. The suggestion is to use your Lock-ons since two of these will do the job. The other option would require either three Swarmers or six rockets. Once these are destroyed, the pyramid in the middle will rise up out of the ground. You will find the fuel source inside this pyramid.



Although you cannot lock-on to these hangars with your weapons, your rockets will blow them up and reveal a hidden power-up.

MISSION SPECS

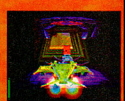
The Unified International Forces saw the defeat of Strike Force Alpha, and they're at a standstill. Everything about Kreel is a mystery. He can set up installations and then vanish. He also possesses an unknown fuel source that powers his forces. Your mission is to enter the war zone to seek out this new fuel source. Once found, bring it back to headquarters for further investigation.



These guns on the temples can be destroyed with two rockets. If you destroy them before attacking the pyramid, your mission will be much easier. Also, you can get power-ups from them.



Once you destroy the pyramid, the doors will blow out, and you can fly inside to acquire the fuel source.



Final Target



The easiest way to defeat the pyramid is to destroy the eight generators (circled blue on the map). These can each be taken out with a single rocket or Swarmer, which is why you should use the lock-ons in phase one. The suggestion here is to come in low and only take a shot per pass.

Once you completely destroy the initial targets, the game will jump to a cinema display, and the pyramid in the middle will rise from the ground. In order to find the fuel source, destroy this pyramid. This can be done in one of two ways.



This method is a bit more challenging, and it requires you to attack the red eye on the pyramid (circled in yellow). Your Swarmers and Lock-ons will not home in on this target, so hit him with a full 800-blast from the plasma cannon. This, combined with a plethora of rockets, will do the job.

MISSION SPECS

Upon returning from the desert, you barely have time to get out of your ship to use the bathroom. Since you have the most maneuverable ship, you are ordered to leave immediately and fly through a canyon to find and destroy some unknown source of interference that is wreaking havoc on the Unified International Forces.

The CANYON



Third Mid-Boss

This dude is easily beaten by destroying the two red squares pictured. Like the first mid-Boss, you can rebuild your shields by positioning your ship just underneath this mid-Boss. Once there, just kill the engines and sit hovering until your shields are full.



Second Mid-Boss

This Boss can be annihilated by destroying the guns rotating around. Since these guns are rotating, your Swarmers and Lock-ons will have a hard time doing any damage. You will want to use your rockets or Plasma Cannon.

If your shields are low, you can hide behind the pinnacle located in the Boss' area (pictured below).





First Mid-Boss

In order to defeat this Boss, destroy the five red squares shown in the picture above. Use either your rockets or Plasma Cannon, and save the Swarmers and Lock-ons for the guns on the walls, tanks on the ground and the ship on the river.

If you lose your shields, you can rebuild them by sitting by the base of the Boss and waiting until they recharge as shown below.



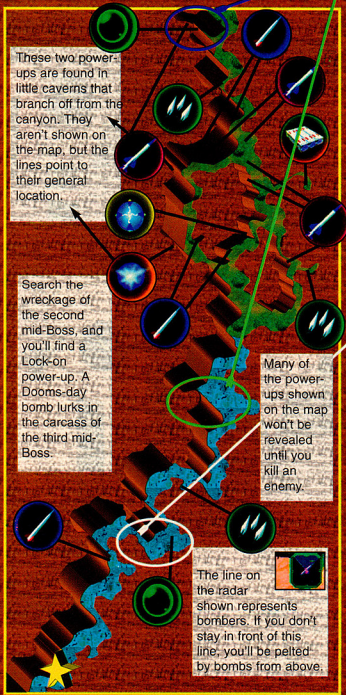
Final Boss

After you defeat the third mid-Boss, you'll want to fly close to the water because you'll find a tunnel. This tunnel will take you to a new section of the canyon, but it is not shown on the map. This section has no power-ups in it and is pretty much straightforward. At the end of this canyon, look toward the ground, and you'll find a square tunnel you can go through that will take you to the Boss.

Once at the Boss, you won't have to do anything different then you did on the mid-Bosses. You once again have to destroy the squares as pictured below. Also, there are stone pillars in this area that you can use to hide behind if you need to.

Once you beat him, look in the pillars that held him on the wall. You'll find two Red Mercury containers.





These two power-ups are found in little caverns that branch off from the canyon. They aren't shown on the map, but the lines point to their general location.

Search the wreckage of the second mid-Boss, and you'll find a Lock-on power-up. A Dooms-day bomb lurks in the carcass of the third mid-Boss.

Many of the power-ups shown on the map won't be revealed until you kill an enemy.

The line on the radar shown represents bombers. If you don't stay in front of this line, you'll be pelted by bombs from above.

WARHAWK — The Ultimate Strategy Guide

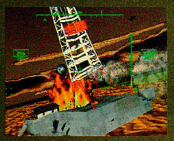


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MISSION SPECS

Well, it seems as though a messenger escaped the canyon before you could wipe it out. This is good, because the messenger has been traced to a cloaked transport over the Pacific. Now with the International Forces providing interference, you get to fly in and steal the cargo off this transport. Oh, by the way, you have to do this alone because all the others have been wiped out.

The AIRSHIP



Initial Target



When you pick up the first container, the guns will be triggered.

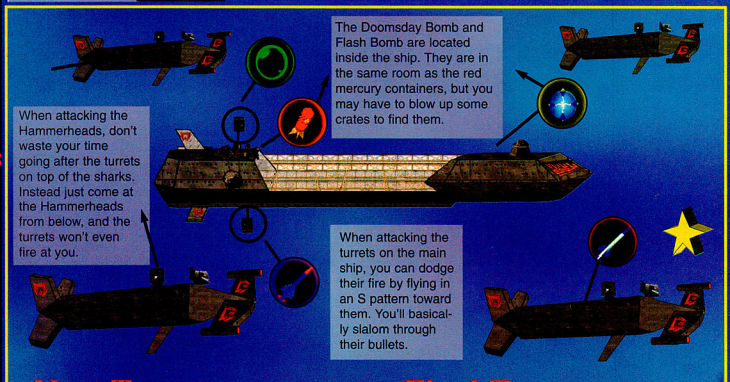




First, you'll want to destroy the four Hammerhead escort fish surrounding the big ship. When destroying these, you'll want to approach them at water level. When you get to a shadow, start pulling up so you can shoot rockets at their underbellies. When you destroy a Hammerhead, it will fall into the sea and a power-up will appear. The two Hammerheads that don't have icons by them on the map will reveal red mercury containers. However, make sure you don't pick these up until you have all four sharks killed. Because after you pick up the first container, the guns circled on the map will be triggered, creating more enemy fire.

In the clouds there's a shield, Lock-on and Swarmer power-ups.





When attacking the Hammerheads, don't waste your time going after the turrets on top of the sharks. Instead just come at the Hammerheads from below, and the turrets won't even fire at you.

The Doomsday Bomb and Flash Bomb are located inside the ship. They are in the same room as the red mercury containers, but you may have to blow up some crates to find them.

When attacking the turrets on the main ship, you can dodge their fire by flying in an S pattern toward them. You'll basically slalom through their bullets.

Next Target

Next, take out the gun turrets circled on the map. You should use a 400-point charged plasma cannon on each one. Once these are destroyed, the back of the ship will open. This is where you want to go next.



Final Target

The last target is the inside of the ship. You'll first want to go to the back of the ship. Once there, fly into the ship and use your guns to blow away the door on the right side of the screen. Follow the path to three containers and a Doomsday Bomb. When you are leaving, use the Doomsday Bomb to blow away any remaining guns on the walls. This will not only destroy what's in your sight, but it will also destroy the gun on the other side of the ship. When you leave this passageway and fly inside the front of the ship, you should have no problem because everything will be dead.



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ON GREAT BIG STEROIDS





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SEGA SATURN

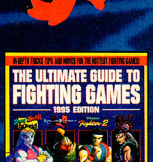
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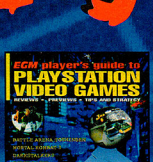
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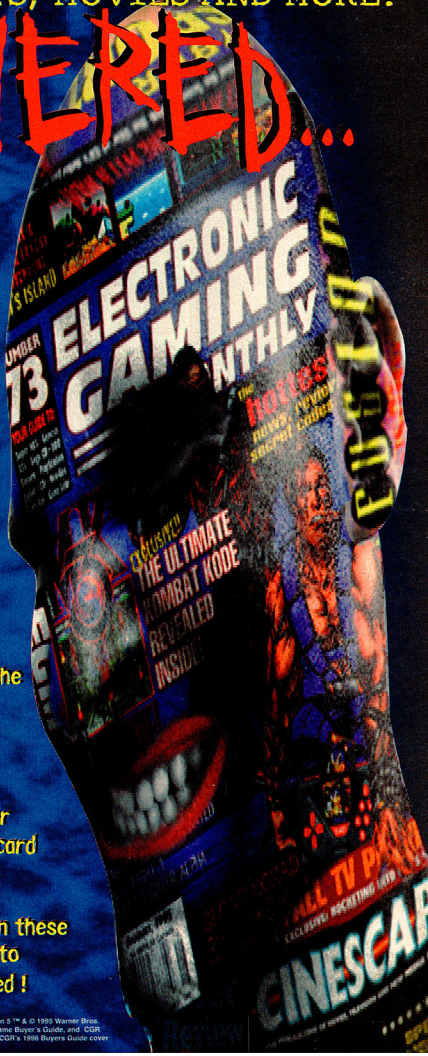
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MISSION SPECS

The VOLCANO

Well, it seems as though you got Kreel's attention when you destroyed the convoy, considering he launched a series of attacks against nations around the world.

However, there is hope. The destination of the convoy has pointed to kreel's main research facility. You must now go and annihilate this sight. You cannot fail. Failure could mean full-scale nuclear war.



Initial Target

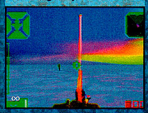
The first part of your mission requires you to retrieve four red mercury containers from the towers circled on the map. The best way to destroy these towers is to hover your ship just in front of the tower, then keep moving up and down to avoid the enemies' shot. You can destroy the tower by shooting its red base; however, it takes twice as many missiles to destroy the tower this way. Instead, you will want to take it out piece by piece, staring at the top and moving down.



You'll find two containers in the towers above the clouds, and two from those below.

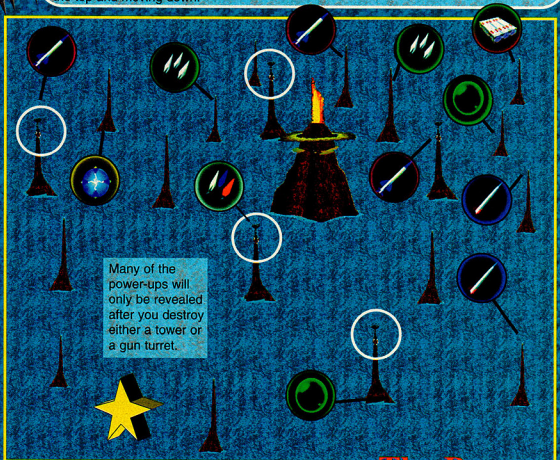


Once you blow up one of the towers, it will start shooting Lava Bombs at you. It is a good idea to start above the clouds because you won't have to worry about Lava Bombs from the lower towers coming at you.





The first thing you should do on this level is grab the Super Swarmer power-up shown on the map. You'll find it sitting on top of a tower. If you destroy the tower first, the icon will disappear.



Many of the power-ups will only be revealed after you destroy either a tower or a gun turret.

The Boss





Once you get the four red mercury containers, the top of the volcano will turn into a Boss. You won't need any weapons after you destroy him, so just start whaling away. The suggestion here is to keep full afterburners on, making repeated runs at the Boss. If you try to stop in front of the Boss, you'll find yourself getting bombarded.



Once you kill the Boss, search in the top of the volcano to find the last two red mercury containers.

"I don't think you're supposed to move them when they're all broken like that."

"I didn't think a ball could fit there."

"Help him up."









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The GAUNTLET

MISSION SPECS

Finally, Kreel's main stronghold has been located, but not before he launched a major worldwide offensive. Every National Force is now engaged.

However, you draw the luck mission. The mothership has maneuvered to a low orbit over Kreel's stronghold. A decoy is to be sent out to occupy Kreel's forces, so you can be transported inside the fortress to find and destroy Kreel yourself.



The vertical shafts are quite useful—they let you rebuild your shields. However, these can also kill you because there are tanks waiting at the opposite side of every shaft. When descending, have your Swarmers ready because you will be attacked the instant you hit the bottom. On the other hand, when ascending, you can lock-on to the tanks before they can shoot you, so just pop your nose up, fire and move back down.



When flying through the hallways, get as low to the ground as possible. This way you can go under all of the rods shooting out of the wall. Also, don't try to force yourself through a doorway, because if you get smashed, your shield will be gone.



This Doomsday can be found in the top, back corner in the fire room.

You can choose either path to get to the Gatekeeper; however, the left path tends to be a bit easier. The last legs on the right side are extremely difficult.



You can't lock-on to this enemy, so you'll have to use your rockets to destroy it. Also, it will reappear after you shoot it, so watch your back.



The fire rooms are extremely easy. Just fly slowly and use your right/left slide to slalom between the flames. This is also a good place to rebuild your shields.

The Mid-Boss





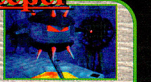
First, you'll want to destroy the guns below the Boss with your rockets. Once this is done, just hit each face with Lock-ons or Swarmers. After you kill the Boss, look for power-ups in his remains.



Fly around the perimeter to rebuild your shields if they get low.

The Gatekeeper

You'll find the Gatekeeper at the end of the level, and he can easily be beaten with a powerful shot from the Plasma Cannon. This can be very easy if you kill all the enemies in the hallway just before you get to the Gatekeeper. This way you can use the hallway to charge your Plasma Cannon, and you won't have to worry about getting hit by the Boss.

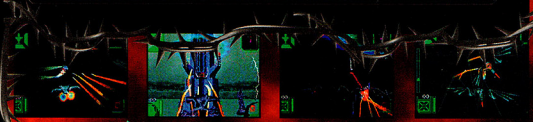




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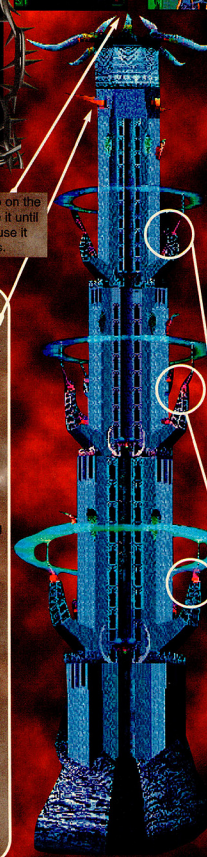
STORMLAND

This is it. You finally get the chance to do battle with Kreel; however, this may not be as easy as you think. It seems as though Kreel has found a way to tap the power of red mercury into his veins. With this power he is godlike and can unleash powers beyond your imagination. You must not fail because if given any more time, Kreel will become untouchable. The survival of the world rests on your shoulders.

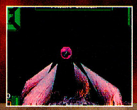


Don't waste your time searching the area surrounding the tower. Although the graphics are very cool, there is nothing to blow up and no power-ups to be found. The only thing the surrounding area is good for is recharging your shields, and in this level, it can be quite difficult. Your best bet is to fly with full afterburner while constantly swerving around, messing up the enemy ship's aim. Also pay attention to your radar because the enemy planes will try to ram you, and this does a number on your shields.

There is a full weapons power-up on the top of the tower. You should save it until just before you battle Kreel because it will disappear after Kreel appears.

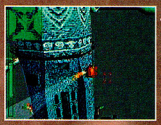






Once you destroy all the energy fields, spike launchers and rams-head launchers, a door will open at the top of this tower. Before you fly in, go to the top and get the full weapons reload because once you go inside the door, your battle with Kreel begins.

Next Target



After you destroy the energy fields, attack the rams-head launchers and spike launchers. However, be extremely careful when attacking these. One hit will wipe out almost all of your shields. You should attack flying at an upward angle form the bottom of the tower, using your lock-ons.





Initial Target





The first thing you must do in this level is destroy the energy fields preventing you from getting to the top. This can be done by attacking the towers circled in white on the map. Each energy field has four towers that must be destroyed.

You should destroy the first and second level of towers using your rockets while using your Swarmers on the third.





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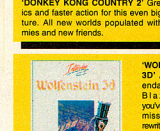
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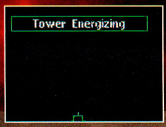
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When you are battling Kreel, you will see a message on the screen that says, "Tower Energizing." When this appears, a power-up is placed on top of the tower. You have to get to it before Kreel does, or he will grab it.



It is possible to destroy Kreel's henchmen, however this takes a hell of a lot of ammunition. Once they are gone, they will not come back, so it may be to your advantage to kill them. On the other hand, that is basically a waste of time.

Defeating Kreel



Once you destroy his legs, he can't hit you with his energy field.





In this part of the game, Kreel is a real meanie, and it takes a lot of patience to beat him. When he first comes on the screen, you will find yourself completely surrounded by his fire. Your safest option is to hit your afterburners and do an immelmann to fly to the bottom of the tower. Kreel and his henchmen will not follow you down there, so you can use this area to rebuild your shields when they get low.

Once your shields are powered-up, you will want to concentrate your efforts on Kreel's leg. Using Lock-ons, approach Kreel straight-on. When you have a lock, fire your missile and immediately push straight down. If you fly past him or turn in any way, your missile will miss. Also note that your best chance of doing damage is when Kreel is standing still. Additionally, you will want to attack from the right when shooting at his right side.

Once his legs are destroyed, you can perform the actions discussed in the sections entitled ending #1 and ending #2. However, if you want to see the third ending, you will have to keep whaling away at Kreel, attacking his mouth and eyes.



Target everything red and blue on the Boss.





End #1

The first ending requires you to kamikaze yourself into the mouth of Kreel. You should first destroy his legs before you to this so you don't die before your time.

Once you fly in his mouth, you will detonate the last red mercury capsule and save the fate of the world.



End #2





This ending is good for you, but it is a bummer for your mothership because it will be blown up.

This is done when you keep attacking Kreel, and don't detonate the red mercury capsule. After you shoot his mouth and eyes for a while, they will turn blue. Then, his eyes will blacken, but he will save the capsule before he allows you to destroy his mouth.



End #3

The third ending is the best of the three. It's very similar to the first ending discussed, but you don't die. Instead, the world lives happily ever after.

This ending is done exactly the same way, but before you fly into his mouth, you eject from the cockpit, so only your ship blows up.



Hit pedestrians, outrun police cars and get gunned down in a drive-by shooting.



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Finally, a game that shows what L.A.'s really like.

Los Angeles, 2010 A.D. The lights, the glamour, the armor-piercing bullets. Welcome to the apocalypse. Or as we like to call it, TWISTED METAL.™ Only on Sony™ PlayStation.™ Play with yourself, or against a friend. Your mission? Hunt or be hunted by 12 deadly vehicles, including one with a psychotic clown who wants to splatter you with flaming ice cream cones. Suburbia will never be the same. And thanks to the Sony PlayStation's superfast ultra realistic gameplay, you can use impressive 360° moves, say, while shredding sod in someone's front yard as you dodge heat-seeking missiles. Or just have fun watching yourself explode in glorious 3-D. Oh, one more thing: Look out for that cute little doggie crossing the street. Oops, too late.

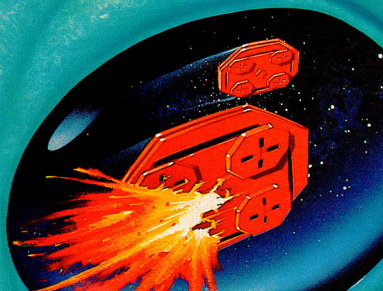
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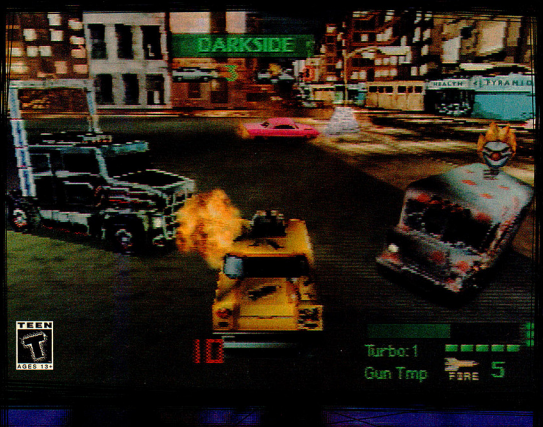
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METAL-MASHING WEAPONS



SPECIAL: Everything about this weapon depends solely on the car you choose.



FIRE MISSILE: Medium range, slight homing capability; little damage.



FREEZE MISSILE: Will freeze your opponent for three seconds.



HOMING MISSILE: Moderate damage, long range, tracks opponent.



POWER MISSILE: Most powerful missile in the game; no homing abilities.



REAR MISSILE: Fires rearward, slight homing abilities; moderate damage.



MINE: Stationary, does a lot of damage, can send cars flying through the air.



OIL SLICK: Stationary, little damage, can cause cars to slide into walls.



REAR FLAME: Very short range, effective only on tailgaters; moderate damage.



CATAPULT: Launches cars in the air causing damage when they collide with walls.



TIRE SPIKE: Causes light damage but also slows down cars for a period of time.



TURBO: Adds to your stockpile of turbo boosts for increases in speed.

VIEW POINTS



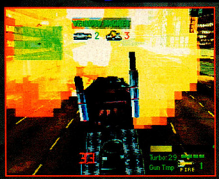
In TM you have three views to choose from. View the action from behind close, in the cockpit or behind far. Each has its own handling characteristics. Behind close is the easiest to control plus you can see all around you, giving you a better chance of escaping an enemy attack. Judging corners is a bit tricky in the behind far view.





DARKSIDE





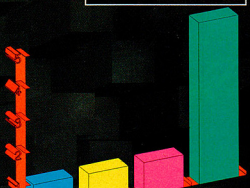
Ramming is the quick way to take out your opponents with Darkside.

Graph Key

- SPECIAL
- SPEED
- HANDLING
- ARMOR

Darkside is easily the largest vehicle in the game. However, it is among the slowest and most non-maneuverable out there. The special is pitifully weak but Darkside does have two things going for it: size and the strength of its armor. If you use Darkside, keep these two things in mind. The best tactic is to line yourself up with the target and ram it. You will take some damage but that's insignificant compared to how much the other vehicle is hurting. The Death Blast doesn't do much damage but it fires quickly and regenerates just as fast. Use it over and over again. Freeze missiles are the key to success with Darkside.





HAMMERHEAD





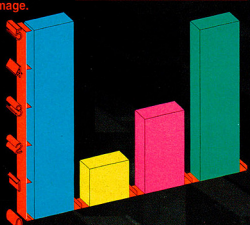
You don't even have to aim carefully because just grazing your opponent does major damage.





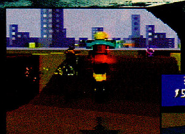
Hammerhead has got to be the cheapest character in the game. Its special is the third most powerful. All you have to do to use it is run over your opponent. Most opponents can only handle three run-ins before they're scrap. Hammerhead is just about as fast as Darkside but can turn a little better. This truck is above average in the armor department, which means it can take a lot of punishment. The absolute best thing about Hammerhead is the fact that to use its special you don't even have to be on it. This means that you can launch a missile while charging and then ram it for twice the damage.







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Mr. Grimm



This special is a non-homing attack, so aim carefully.



Mr. Grimm has the most powerful special weapon in the game with two hits that will severely cripple anything stupid enough to get in its way. Mr. Grimm is fast and maneuverable. If you're the type to try ramming everything in sight, don't pick Mr. Grimm because it has some of the weakest armor protection available. If you are going against Mr. Grimm, avoid head-on attacks as much as possible unless you like *your* ribs burnt. Rear attacks are best against this vehicle especially because of its low armor.

Outlaw













Outlaw is an excellent close-range fighter. Its taser can strike multiple targets at the same time. Smashing into a group of cars would be advantageous for you, especially since your heavy armor can take a lot of pounding. Although Outlaw's average speed and below-average handling won't let you catch up to the faster, more maneuverable opponents, it does let you keep ahead of those big rigs (Darkside and Hammerhead). Ambush is the key for Outlaw. Wait in an alley for just the right time.

Crimson Fury

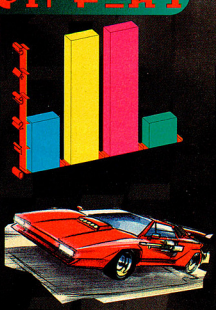




Speed is the key here. Blow past the other cars.







With a top speed of 133 mph and a boost speed of 200+, Crimson Fury is the fastest car available in the game. Its handling is also top-notch. CF's armor and special weapon are another story, however. Suffice it to say, they're both a joke. To use CF effectively you must become a master of the drive-by attack. What this means is: Stock up on both forward and rearward firing weapons. As you approach, launch your forward weapons then just as you pass, launch a mine, following up with a rear missile. Doing this will knock out most opponents without taking much damage.

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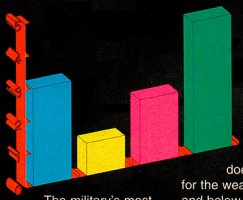


WARTHOG

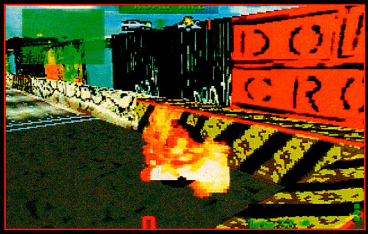




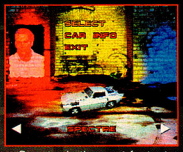




The military's most advanced urban-assault vehicle is here to win the TM contest. With heavy armor and a strong special weapon, it might just do it. Warthog's special consists of three homing missiles that do more damage the more the missiles hit. So one missile does a little damage while two does more and three hits does the maximum for the weapon. Poor speed and below-average handling give Warthog the unique ability to spin around in circles without losing control. So a good tactic is to spin around and wait until one of your opponents tries to hit you. As vehicles come into range, they are going to get hit. In most cases, you'll keep going around and dish out some major damage.

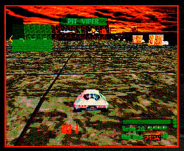


SPECTER



Specter is the next fastest and it has pretty good handling, too. What Specter has over Crimson Fury is that its special weapon is twice as powerful and it can go through floors and walls.

Its major problem is that the missiles are very inaccurate. When the computer plays Specter, it seems that it hits you every time. With weak armor, you definitely don't want to get into a slugfest. Use the same tactic as Crimson Fury. With the added strength of your special weapon, it shouldn't take quite as long to take out the other cars. Remember: Your weak armor can't take a beating.



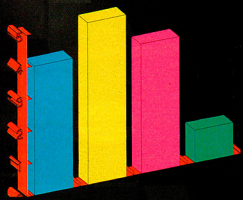




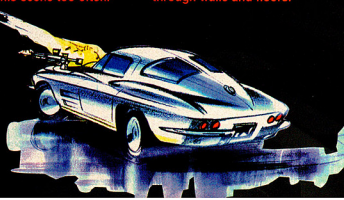
Specter's weak armor will cause this scene too often.



The special weapon can travel through walls and floors.





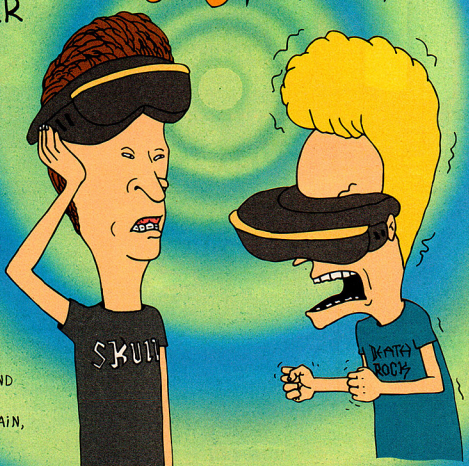


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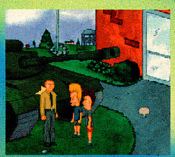
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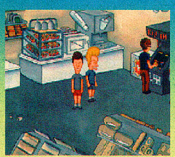
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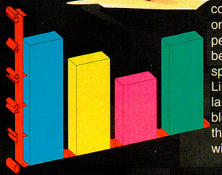
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PIT VIPER



Pit Viper's special weapon is strong. It fires quickly and regenerates just as fast. It has average speed and armor, but the handling is what hurts it the most. With all things considered, Pit Viper is one of the stronger competitors in the game. Your best tactic is to use your special weapon's abilities. Line up your target and launch a couple of acid blobs at it. Keep doing this and you just might win the whole thing.









Pit Viper has a strong and fast-firing special weapon.



ROAD KILL



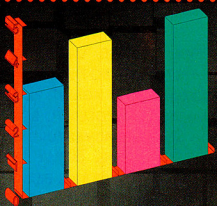
Road Kill is blazingly fast and has heavy armor.





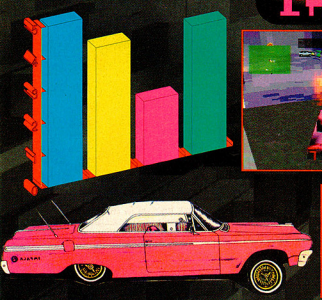


Road Kill is one of TM players' favorite cars. Its heavy armor, fast top speed and strong special weapon are the main reasons. Long-range attacks are your best bet when using this car. Although getting into close-range slug-fests is fun (you normally can get out of them with moderate damage), Road Kill doesn't get much energy back from the health stands.





THUMPER











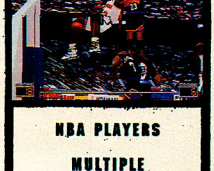
This low-rider from L.A. is used to doing drive-bys. Now it finds itself in the TM competition with a big flamethrower. It's fast, got a powerful weapon and you could drop a bus on it without scratching the paint. There are only two problems: One, you need a city block to turn around. Two, the flamethrower only does its maximum when it is held on the target for the duration. Your best tactic is to ram the other car then hit the flamethrower. This will give you the best chance of getting a full hit on the other car. When you play against Thumper, never attack head-on.



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PlayStation

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DECEMBER TIP-OFF

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SWEET TOOTH

Sweet Tooth has to be the ugliest of the group. As well, it is very slow and you're lucky if you can do a U-turn. Sweet Tooth is armored like a dinosaur and has the second most powerful weapon. So when you are playing, it should be one of the first cars you take out. Never leave ST to the end or you'll be sorry. My only suggestion for this car is to use that super powerful special to whittle down everyone else's energy until they explode in a fiery rain of ice cream cones.



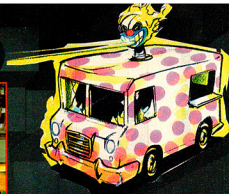


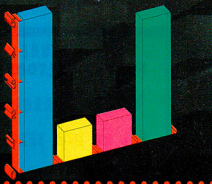
Sweet Tooth ain't pretty, but it gets the job done.



Sweet Tooth can really take the damage.







YELLOW JACKET



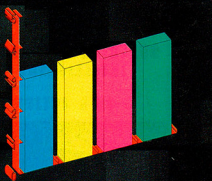


Need a cab? Don't call this one.

Yellow Jacket is completely average in all respects. It is well balanced and can get you through a lot, but you must remember not to overstep your bounds because you can't take too much punishment. The special is pretty strong and you start off with five of them so don't be afraid to use them. Besides, they regenerate so you should never be with out them for too long. Make sure you know where all of the Health Stands are because you are going to need them.

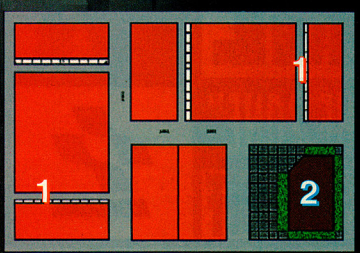








WAREHOUSE





All of the power-ups can be located around building edges.



The warehouse level is the second level in the game. It has a simple layout and all the power-ups can be located around the edges of buildings. There are two health stands. 1) Health Stands do regenerate after you use them, but it takes around five minutes for them to do so. You have three opponents on this level so pick up as many of the power-ups as you can before blasting them to oblivion. Remember that you can take the missiles you picked up to the next level with you. But if you die you have to start with the default load out.

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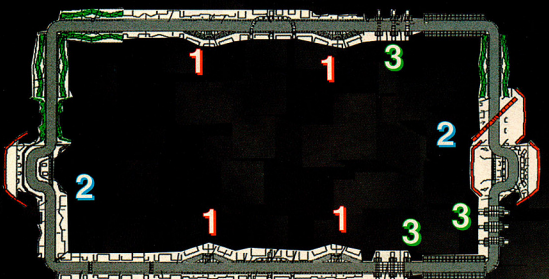
FREEWAY







It's a simple oval track with a couple of hills added for a little spice. There are four health stands. They are located two on a side (1). The hill areas have two ways you can go. Either the curvy path or the tunnel straight through (2). The tunnel is a great place to set up an ambush but you have to remember to watch your back, because someone can come straight through and pound on you. On the straightaways (3) is where speed and rear weapons rule. If you are in a car like Crimson Fury or Specter, hit the gas and drop some mines, catapults, oil slicks or a tire spike to slow down your opponents. But if you're a big slow vehicle (Darkside or Hammerhead) your best option is to turn and fight, then run to the Health Stands because you have five other competitors to take on.



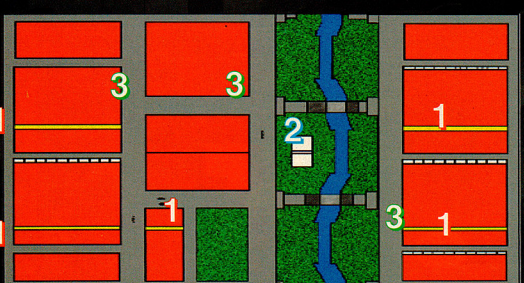
RIVER PARK







Welcome to the Central Park of the Twisted Metal competition. This is one of the more interesting levels mainly because you have alleyways that you can turn into to escape or ambush the other guys (1). Watch out for the ice rink (2) in the park—once you hit it, the direction that you were headed in is the direction you are going in, no matter what you do. There are numerous Health Stands located through the Park (3). Your best strategy here is to skirt the edges of the buildings and get lots of missiles. Then hide in an alleyway and wait until someone is stupid enough to cross in front of it. Pop out and blast away then retreat into the alley to avoid getting hit. Also, if you do this enough times, the other cars will kill each other off, making your job a lot easier. Especially since there are six other cars driving around the park.

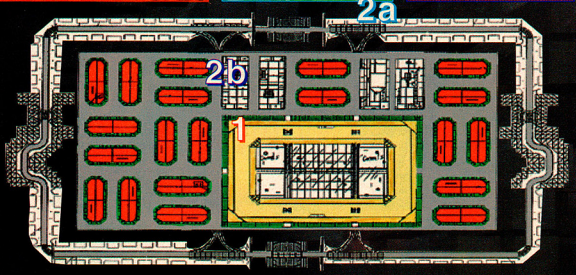


CYBURBIA









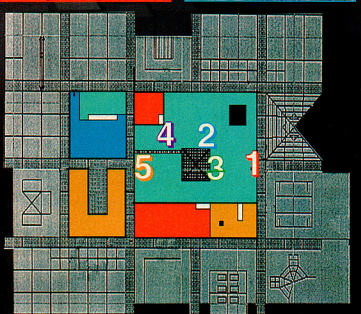
Cyburbia is the largest and most complex of all the levels. It's like the warehouse, park and freeway combined into one. It also has the most secrets. Jump into the aqueducts and blast away at the sewergrates around the edges. One of them will give way revealing homing and power missile power-ups (1). Next hop on the freeway and check out the billboards (2a). They'll tell you where some invisible power-ups are located (2b). Most of the time everyone is beating up on each other in the aqueduct, so hop in and blast away. When the fighting gets hot and heavy, get out and find a Health Stand, then retreat using the freeway.

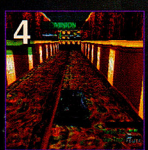
ROOF TOP













This is the last level and the easiest to die on, thanks to the 30-story drop. Most of the power-ups are found around the edges of the buildings or located in objects like boxes, air vents and satellite equipment (1). One of the first things you want to do is blow up the pyramid because that is where your Health Stand and other power-ups are located (2 and 3). Head down the hallway to the lower level (dark blue). If you're lucky enough to stay on the roof and beat the other three cars, you will get to fight Minion. He is very hard and has Outlaw's, Warthog's and Pit Viper's special weapons. But there is a way to win every time. All you have to do is load up on missiles, sit in the hallway and wait for Minion to come after you. Once it enters the hallway, launch your missile. Minion will keep bouncing off the wall and shouldn't be able to fire at you. Once you run out of missiles and your special, turn around and exit through the window. Repeat and you'll become the next TM winner.

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BABYLON 5

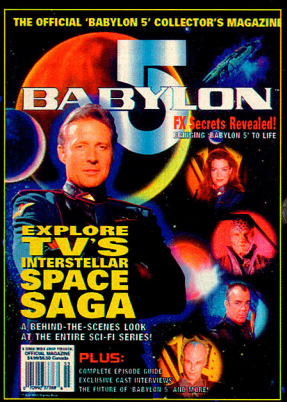
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THE RAVEN PROJECT

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PSX PREVIEWS

SEE IT ALL HERE FIRST•THE LATEST GEAR•THE HOTTEST GAMES•SNEAK PEAKS

Even with the relative newness of the PlayStation, it is clear that gamers have a lot to look forward to. With that in mind, here's a peek at what Mindscape has in store for you console players. These titles are loaded with the quality that you've come to expect from Mindscape, so put them on your checklist of must-have games!

Vast amounts of planning and effort go into each and every Mindscape title, so it only makes sense to not waste that effort on paltry console game systems and concentrate only on the PC market. Recently, however, the newly emerging 32-bit consoles have made many PC developers sit up and take notice of their capabilities. Mindscape is no exception. With the much-heralded release of the Sony PlayStation console, Mindscape is preparing to unleash many of its top PC hits to the console gaming population. At last, a system has come along with the pure processing power to make the transition as painless as possible.



Even with the newness of the PlayStation, it is clear that gamers have a lot to look forward to.

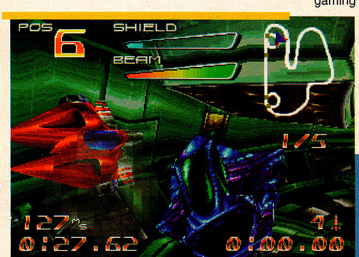
One of the first titles to make the jump is **CyberSpeed™**. This top-notch racing game pits you against other racers (and sometimes the fans!) in a futuristic race that is being televised around the world. The graphic detail and sheer size of CyberSpeed would be impossible on a lesser system, but the PlayStation handles it beautifully. In fact, screens taken from the PlayStation look identical to those on a high performance PC system.

What does all this hoopla mean to you? Well, if you own a good PC gaming system already, probably nothing, as you already are enjoying Mindscape's top hits. If, however, you really can't stand computers, but greatly enjoy the console gaming world, you won't need to miss out on these cool games either. Nothing is left out, reduced, or otherwise crippled by the translation. The choice is yours, fair gamer!

This mini-guide is here to help you get a glimpse of Mindscape's newest ventures into the PlayStation console. You'll learn about **The Raven Project™**, a highly intense action game that takes you deep into a rebel ship trying to defend the Earth against the alien Armid takeover.

Here's insight on **Warhammer®: Shadow of the Horned Rat™**, Mindscape's continuation of the highly successful WarHammer® series of games: Don't let the orcs fool ya, pal. You'll have an even tougher time quelling the forces of Chaos this time in a strange new land!

When your tongue is finally back in your head, check out the the inside scoop on three new hit games, **Steel Harbinger™**, **The Chessmaster®3-D**, and **CyberSpeed™**.



The graphic detail and sheer size of CyberSpeed™ would be impossible on a lesser system, but the PlayStation handles it beautifully.

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Steel Harbinger™

It is the year 2069. The people of Earth thought things couldn't get much worse, what with all the famine, economic turmoil and violence, but things do. Very much so. Alien Pods rain down through the Earth's atmosphere and bombard the planet's surface. Upon their fiery impact they releas a virus that infects all organic life. An unknown entity has sent these pods to Earth to pave the way for an invasion. When the daughter of a scientist become infected by a malfunctioning pod and becomes a hybrid of machinery and humanity, the last team of scientists come up with a plan: send her to infiltrate the alien invaders and use their own technology against them. She is a Harbinger of destruction, but for which side?

- **Enhanced, realistic interactive world**
- **Highly detailed texturized polygon technology**
- **Fluid, well-designed animation**
- **Several paths to take toward the ultimate goals**
- **Movement in all possible directions**
- **Automap feature to prevent redundant exploration**

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Based on the world's best-selling computer chess program, *The Chessmaster 3-D* puts you in complete control of awesome, vivid, 3-D and 2-D chess sets and boards, from every perspective imaginable. Shift your position from above the board to below, from beside it to right on top of it as you play. With the same powerful 32-bit chess engine as Mindscape's world-famous *The Chessmaster 5000* for your PC, this program features a variety of unique sets, real-time rendered pieces, and a stunning, multidimensional playing environment.

- **Rendered on-the-fly 3-D, or 2-D war room views**
- **Monitor every aspect of your game with a unique 3-D background main menu**
- **Perfect your skills with Chessmaster's teaching options**
- **Set up a position and have the Chessmaster solve for mate**
- **See the Chessmaster actually think**
- **Experience an audio rush through sound effects that accompany every action**
- **Challenge 12 diverse computer opponents, or a friend**





CyberSpeed™

Blast into tomorrow's ultimate race! Anything goes as you fiendishly maneuver your airship to outdrive, outshoot, and outrace opponents in this death defying motorsport of tomorrow, as you are televised to billions around the world. CyberSpeed is a lightning quick, multi-player futuristic game that takes you to the very edge of technology with the latest texture-mapped polygon graphics and 8-player network links. Other racing games that offer similar levels of graphical and physical realism have concentrated on sports such as Indy car and Formula 1 racing. We believe that CyberSpeed offers a substantially unique gameplay experience with the added fantasy element. Because of this high level of realism in graphical and physical terms combined with an extremely intriguing fantasy element, CyberSpeed will achieve a very high acceptance with game players of this genre.

- **Eight different airships to choose from**
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WARHAMMER®

Shadow of the Horned Rat™



RAISE YOUR AXE AGAINST CHAOS

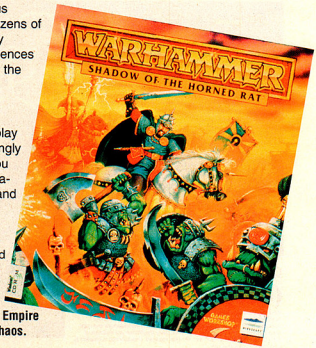
With blood-curdling shrieks of terror, dozens of the green-skinned demons known as Orcs descend from their mountain lair into the valley below. Their force is awesome as they overwhelm the timid peasants and set fire to homes and buildings. Suddenly, amidst the horror, a wave of hope arises among the villages. Charging from the east are the Grudgebringers-a valiant force of mounted warriors, their leader's armor shining radiantly in the brilliant morning sun. The Orcs brace for the ensuing battle.

The Setting

Warhammer: Shadow of the Horned Rat brings to life the long awaited fantasy world of Warhammer, the best-selling series of miniatures battles produced in the United Kingdom by Games Workshop. With awesome battles and good old-fashioned game design, this stunning translation to the computer screen somehow manages to remain faithful to the original board game while taking full advantage of the capabilities offered by state-of-the-art technology.

You're cast in the role of Morgan Berhnardt, an intrepid adventurer and mercenary commander. A warrior-for-hire by trade, you're sought after for the most challenging missions in the province-border patrols, ambush and capture, search and rescue. At your command are only the most skilled and loyal armies the Empire's gold can hire-and gold it will take to fuel your sword arm.

Warhammer: Shadow of the Horned Rat weaves an intricate plot of deceit and treachery, honor and valor, action and intrigue, as you become caught up in a momentous quest to protect the Empire against the forces of chaos. You'll encounter extraordinary creatures, from the rat-like Skaven to the ferocious Goblins, during your journeys. Dozens of beautifully-detailed animated story sequences will show the consequences of your actions and their effect on the unfolding story.



The Action

Real-time arcade-style battles play out in a richly detailed and hauntingly realistic 3D environment giving you the freedom to analyze battle situations, administer orders to units, and view events as the happen. The world view, composed of 360° rotating, scrolling landscapes created with cutting-edge shaded and textured polygons, lets you locate your troops anywhere on the battlefield and give them their

Once again you are called forth by the Empire to do battle with the evil forces of Chaos.

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You are free to choose which path you must take. Note the beautiful surrounding along your journey, however.



Check your battle logbooks for stats, battle tallies and other notes which help you learn how to win more often.



Listen when the Empire speaks. You may learn the whereabouts of enemy camps.



The Dwarven Lords will reward you for brave deeds. Don't ask for much if you fail.

orders. Change your mind in mid-stream and you can instantly deliver new commands. Thousands of Softimage-rendered sprits, viewable from eight directions, realistically depict your faithful forces-as well as those of the hated enemy.

Powerful wizards tap into the limitless power of the Winds of Magic, casting mighty spells against the enemy or aiding your comrades. Watch their awesome power unfold on-screen. Their success-as well as the success of your armies-rests on your strategies. If you're not prepared for ambushes and surprise attacks, hidden regiments, and unsuspected reinforcements, you'll have a short career indeed.

The Quest

With dozens of missions, non-stop action, and branching story paths that respond to your successes and failures, Warhammer: Shadow of the Horned Rat promises hours of thrilling gameplay and challenging strategies. Do you have what it takes to banish the sinister forces of Chaos from the land forever? Fight with honor, with courage, and with skill. The fate of the Empire is in your hands.

Nothing happens because it has to. Players are in full control of their destiny.



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THE RAVEN PROJECT

A HIGH-SPEED ALIEN DEATH RIDE

When the alien Armids invaded Earth, no one thought they would conquer us so easily. The massive military of Earth was no match for the sheer destructive firepower at the disposal of the Armids. Earth was no longer a free world.

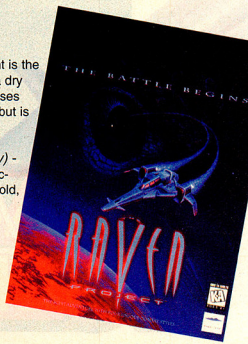
In the midst of the destruction, a rebel force has formed to combat the Armid and save mankind from extinction. Using strike and fade tactics, the rebels (you) have managed to stay alive long enough to come up with some real hot strategies. This rebel force is all mankind has left, and you just signed up for the long haul aboard the Raven!

The Raven Cast

Aboard the Raven

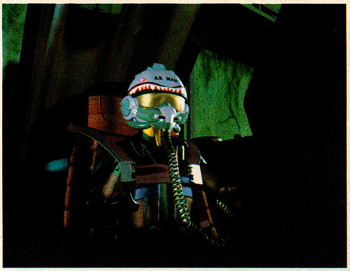
Admiral Seymour Grant - In his fifties, Grant is the rebel commander. He's a reserved man with a dry wit who inspires quiet confidence. He rarely loses his temper. Grant listens carefully to opinions but is very much his own man. His presence, while remote, is benevolent.

Captain Sandor Adamak (ex-Isaac Torpov) - The Raven's Executive Officer and Grant's second in command. 40 years old. Adamek is a cold, reserved character, though respected. He's a crewcut, stiff-backed military officer with an unbending sense of duty and discipline. He puts the "big picture" ahead of any personal preferences, which leads him to advise courses of action which may seem heartless.



The Raven Project is a hot action title that will be available on PC CD-ROM for the holidays.

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Yes, this is you, a fearless pilot stationed aboard the Raven. There's nothing like stylin' while you fly!



How's this for action? Strap up in a combat suit and fight the Armids in hand-to-hand combat for the Earth!



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When you're done gawking at this fine piece of gunnery, take it up and blast some Armids!

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This war takes place on Earth and in space where you must control gunships, mech suits, and generally dictate the path the Raven crew take to win. Without your guideance, the war is lost, so don't screw up! You will be greeted by several military personnel and civilians who all have a key role in the overthrowing of the Armid invaders. Pay close attention when someone speaks in this game to gather vital intelligence and gain the upper hand in your battles. The Briefer Droids will hand you your current assignments and may give you tips on how best to handle certain situations. Be wary of your surroundings too, because in The Raven Project, you control your destiny and never follow a predetermined path. This is one of the reasons the game is so unique. You never know if a non-player character will reveal a vital clue.

Cruisin' through the Golden Gate Bridge over San Fransisco has never been so cool.

Jim Fisher



Name: Jim Fisher
Position: Sr. VP, Mindscape
Favorite Food: Teriyaki Beef
Hometown: Chicago, IL
Raven Project Insights: Fly fast, fly low and shoot often. Cruisin' through the Golden Gate Bridge over San Fransisco has never been so cool. I don't know which art I like better; the ships you fly or the aliens you shoot. The missions are tough but you don't have to worry about being a flight sim jockey. Strap yourself in and blast away.

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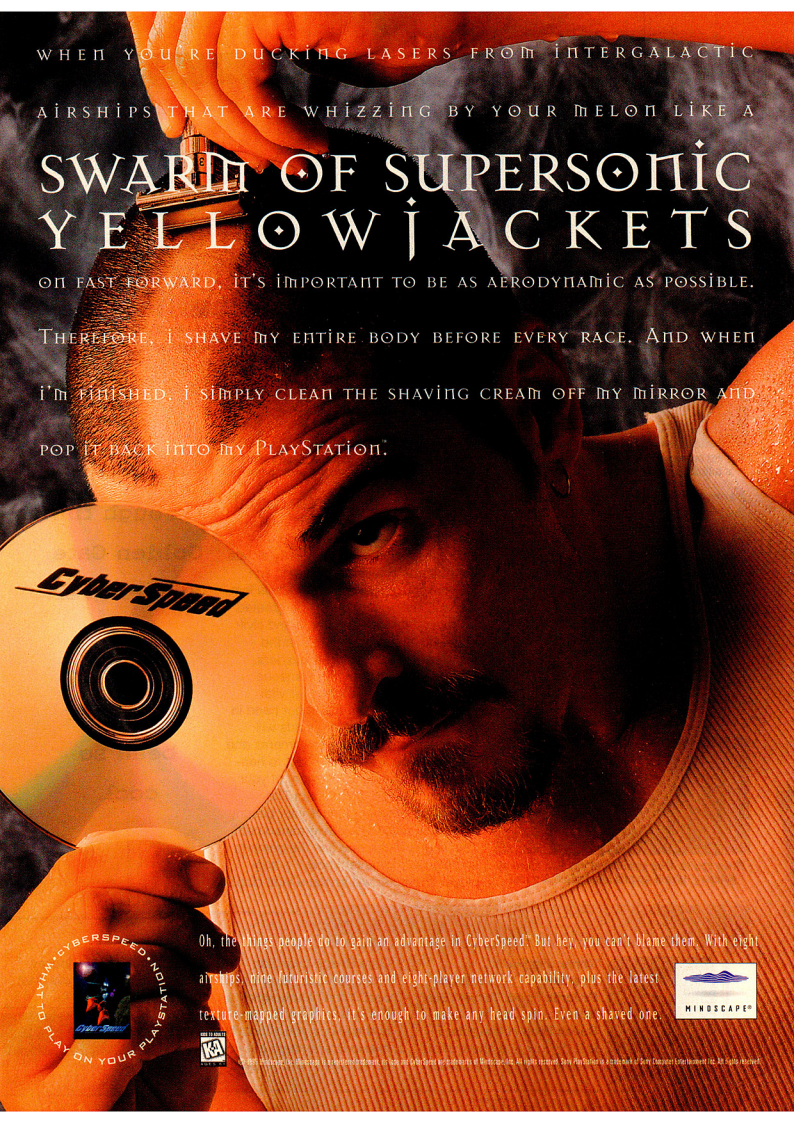
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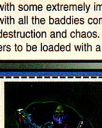


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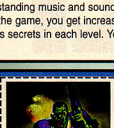
STRATEGY TALK Who out there is loaded? If you love the Doom-type games and get some serious enjoyment from just kicking back and taking out your frustrations on some computer-generated creeps, this is the game for you. Loaded entertains your eyes with some extremely impressive graphics and entertains your ears with some outstanding music and sound effects. This game is a lot like a top-down Doom with all the baddies coming out of everywhere, intent on killing you. To aid you in the game, you get increasingly powerful weapons that cause even more destruction and chaos. Use the built-in map function to help you find the numerous secrets in each level. You can also go through each level with two players to be loaded with a friend. Be sure to check out this killer game! *—Scott Augustyn*



BOUNCA

SPEED:	MODERATE
ARMOR:	MEDIUM
WEAPON:	MISSILES
ULTRA BOMB:	FRAG MISSILES

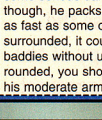
Notes: Bounca is a powerhouse. With his massive weaponry, including a devastating missile attack and an incredible Ultra Bomb, this monster causes some serious damage. He is truly loaded! Watch out, though, he packs an awesome punch. However, he is not as fast as some of the other characters, and if he gets surrounded, it could be a challenge to get rid of all the baddies without using a Frag Missile. If you do get surrounded, you should be able to survive pretty well with his moderate armor. However, don't rely on that alone.



BUTCH

SPEED:	FAST
ARMOR:	MEDIUM
WEAPON:	FLAMETHROWER
ULTRA BOMB:	EXPLOSIVE RING

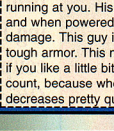
Notes: Butch has an awesome weapon! His flamethrower is invaluable when you are charging down a corridor and see an entire cluster of enemies running at you. His flamethrower has a decent range, and when powered-up, it can cause some hardcore damage. This guy is extremely quick and has some tough armor. This makes him one of the best characters if you like a little bit of everything. Watch his ammo count, because when you fire his weapon, your ammo decreases pretty quickly.



CAP N HANDS

SPEED:	MODERATE
ARMOR:	AVERAGE
WEAPON:	FLINT LOCKS
ULTRA BOMB:	VORTEX BOMB

Notes: Cap N Hands is a fierce warrior. With his dual guns he can cover a wider area than other characters. On single enemies, he can deliver twice the damage. He is pretty quick, which is a good thing because his armor is nothing really special. Use his quick speed and strong weapons to dash into enemy-infested areas to destroy as many baddies as possible before getting surrounded and forced to either use a Vortex Bomb or the spin-and-shoot technique.



FWANK

SPEED:	SLOW
ARMOR:	GOOD
WEAPON:	NEUTRON SPHERES
ULTRA BOMB:	HOMING TEDDIES

Notes: Fwank is a clown with an attitude, but he doesn't want to put a smile on anyone's face. Instead, he blows the heck out of the baddies in his way. Use his massive weapon power to take out enemies quickly before you get surrounded and are forced to use an Ultra Bomb or spin and shoot. Watch out, though! His gun fires in bursts of three, so it is hard to spin and shoot. He does have good armor, so you will be able to take more damage than any of the other characters short of Mamma. Mamma and he are the best protected.

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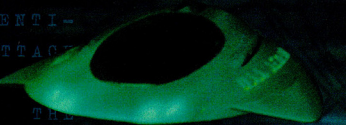






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MAMMA

SPEED: SLOW
ARMOR: GOOD
WEAPON: PLASMA GUN
ULTRA BOMB: RIPPLE GRENADE

Notes: Mamma is another good character. His gun is really powerful, and when it's powered-up completely, it can deliver huge amounts of damage. This guy has good armor and you will definitely need it, because he is one of the slowest characters. Although he is very slow, he can usually take out most of the enemies with his gun, especially if he has it powered up. Watch the ammo count for him, because once he starts shooting, the bullets will just start flying and you can run out quickly. Be careful!



VOX

SPEED: FAST
ARMOR: LIGHT
WEAPON: HAIL FLAIL
ULTRA BOMB: SONIC BLAST

Notes: Vox is a pretty good character to start out with in the game. She has a strong weapon and can, for the most part, take out baddies with two or three shots. She is also one of the fastest in the game, so if you are a speed demon, she's perfect for you. Her only drawbacks: light armor and a slow reload time on her gun. She has the weakest armor, which means you are going to have to be light on your feet in order to avoid being killed. Her gun is also tough to aim. Look out baddies, because here comes Vox!

ICONS AND SPECIALS

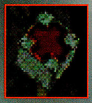
In all of the levels you explore, you will probably find one or more of these icons. Any icon you find is good. Keycards are usually the hardest to find and the most important. Keep your eyes open for them.



This crate reloads your gun and lets you continue your carnage. This is the most common icon.



One of the best crates is this one. This powers-up your weapon so it can deliver more damage.



This crate will completely refill your life bar. This isn't as common as ammo but is definitely needed.



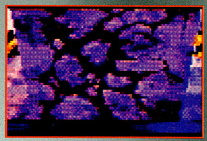
This crate gives the character another Ultra Bomb. Very useful but pretty hard to find in most areas.



Free guy. This icon is the rarest of all. Usually you can find one of these icons per level.



This crate is rare. It can usually only be found in secret areas. It makes the player temporarily invisible.



See this wall? Keep a sharp eye on the walls as you travel down the hallways. If you see a wall that looks like this, open fire on it. After enough shots the wall will explode to reveal a hallway to a new chamber. This new chamber usually has a ton of coins and maybe some power-up icons. With different backgrounds and levels, there will be different things to destroy. Keep your eyes open for them.

KEYS





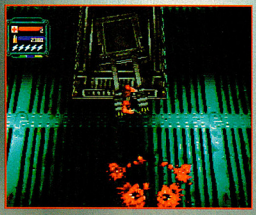
These keys are vital to finishing most levels. They are scattered everywhere and must be tracked down one by one. After finding a new key, backtrack to see if you missed any doors of that color.


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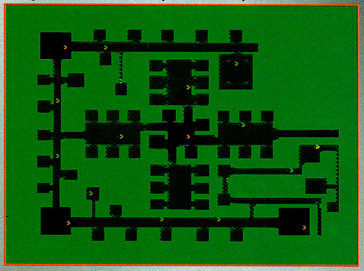
LEVEL 1

Area: Prison Cell (Holding Cells)
Objective: Find exit to next level





This first level is a great introduction. You'll get used to controlling your character as well as the powers and limitations of each of his/her weapons and Ultra Bombs. This will also show some of the staple enemies you will face for the remainder of the game. To conquer the multigun platforms (shown to the left), you have to time your rush-in so that the turret on the side you are rushing from is facing another way. Quickly rush-in and take it out. If hit, you will be tossed back a little and will be open to fire from other enemies. Enemies, like the massive gun platform (shown on the bottom left), can be countered by rushing to the platform and staying as close as possible. If you get close enough, sit there and destroy the turret at your leisure—it won't be able to hit you. The map shows the level. Remember that this is the first level and it has a lot of secret passages. You have to rely on your sight and the map to find all of the secret chambers in each level.

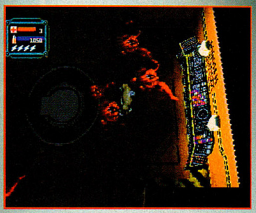


LEVEL 2

Area: Prison (Administration Level)
Objective: Find the Governors emergency elevator



This level has a secret chamber practically right from the start! Follow the hall you start at, and when you get into the first room, there should be a cracked north wall. Collect the power-ups in that room then blow up the wall to make it to a secret computer area. Kill all the guards, then hop on the teleporter to be transported to a couple of rooms where you will gather some power-ups and a bunch of coins. Watch out for the hallway entrances where there are multiple baddies. When you rush them, they will try to surround you and take you out from all directions. Either crawl across the wall to draw them out so you can pick them off one at a time. Also, you can rush in there while holding down the Fire button and rotate the D-Pad to get a circle arc of fire. This can be very useful in all the levels you face and should be used as an alternative sometimes to an Ultra Bomb. This will hold most enemies at bay until you either run out of ammo or you kill them. Remember to keep a close eye on your ammo when you do this technique. It can drain it pretty quickly. If you run out, you will fire at your weakest setting.







LEVEL 3

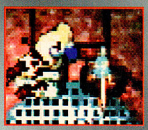
Area: Upper Service Conduit
Objective: Find manhole to next level

In the sewers, you will be facing a couple of new baddies. The blue troll will come after you right from the get-go, and shortly after that, rats running through the level will randomly attack. The rats are a true pain and are very quick, so you have to be even quicker in order to take them out. They will chase after you until you kill them, so try to take them out as soon as possible. The blue trolls are a little tougher than your normal baddies, so be ready for a longer stream of fire to take them out. Watch out for ambushes when you charge into a room. Use the spin and shoot to get out of a situation like that. Zombies are a real problem as well because they will return to life shortly after you leave.









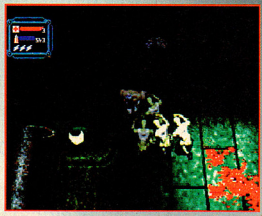
LEVEL 4

Area: Lower Service Conduit
Objective: Find teleport leading to surface

Zombies are all over this level! As if the common baddies were not bad enough, now you have to face zombies around every corner. Backtracking can be really tough, because all the enemies you just killed are now back at full strength and are out to get you. As shown in the center picture, the spin-and-shoot method works great here when surrounded. Ultra Bombs are useful too, but use them cautiously. The next level is really dangerous!







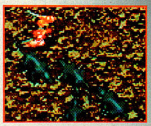
LEVEL 5

Area: Main Gate
Objective: Blow main gate and escape

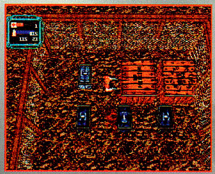


The biggest thing to worry about in this level is the enormous amount of bad guys you have to face. They are everywhere! The rats are gone but they have been replaced with what look like dogs. There is not an endless supply of these dogs either, so once they are all dead, that's it. This is also where you face your first big Boss. Beat him then move out to finish this level and head for your next challenge.

Move around him in a circle to avoid his Plasma Shots. Wait until he lands then hit him with a steady stream of shots.









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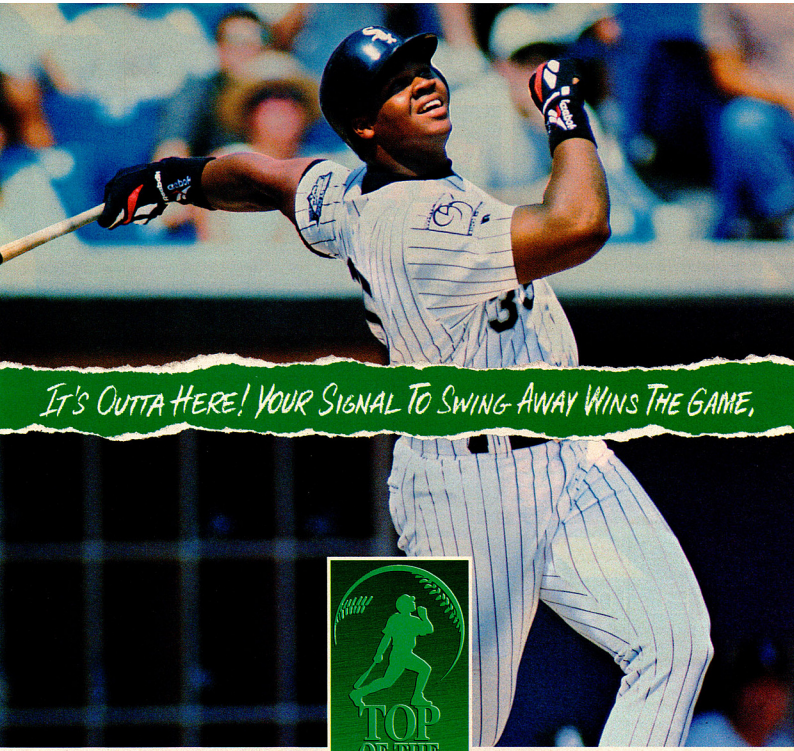
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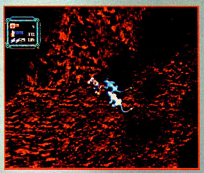
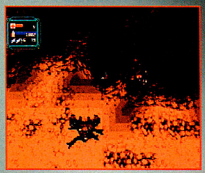
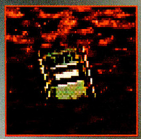
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LEVEL 6

Area: Desert
Objective: Find four cans of gas and refuel vehicle

After stealing a vehicle, you travel through the desert and realize you are out of gas! Bummer! From where the vehicle landed, you have to find four cans of gas. These gas cans are spread over a large area. Your main threat comes from the random scorpions that will attack you from the walls. An occasional desert dog will also come down from the walls. There are some icons laying out in the open, usually at a dead end or in a corner. Some of the gas cans are out in the open while others will be hidden in boxes or under rocks. After you get four cans, head back to your craft and proceed to the next level.

LEVEL 7

Area: Badlands
Objective: Find secret teleport to space port

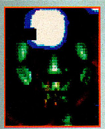


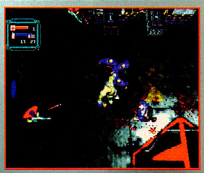



The main goal in getting through this level is finding those elusive keys. As a general hint, the keys are close to the corners of the map. The major opposition comes from zombies, scorpions and dogs as you travel through the open terrain. These baddies come in large groups, so be ready for a little spinning action. The center holds a large castle that can't be entered until you have the yellow key. Once in the castle, run forward to avoid any battles with zombies. This will save ammo and just might save your life. Head between the pillars to teleport out.

LEVEL 8

Area: Space Port Level 1
Objective: Find exit to next level



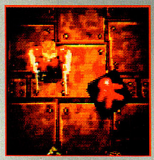



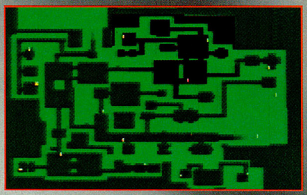
Your biggest competition in this level comes from a computer-generated army of humans. The riflemen are the biggest problem. They can fire through obstacles to take you down. After battling through all those baddies, you will have to face another Boss that was in Level Five. Once again, in order to beat this guy, you have to circle around until he lands. Once he is on the ground, line up with him and open up with all your guns. Watch your health because he will be firing back.

LEVEL 9

Area: Space Port Level 2
Objective: Find entrance to docking bay









Once again, the major competition in this level comes from an army of computer-generated human baddies. These guys are everywhere and in major clusters! Also notice that there are many secrets in this level. You either have to watch your map or pay close attention to the walls. Most of the time the secret entrance will be on the north wall and will look like a small hole. For the most part, it will be a small alcove that will only hold one or two power-ups. One power-up to watch for is the time pause. This icon will freeze time around you, making it possible to charge into any enemy-filled room destroying everything in your path. This will last for about 15 seconds. If you run from room to room, you can increase the body count and eliminate some baddies quickly.

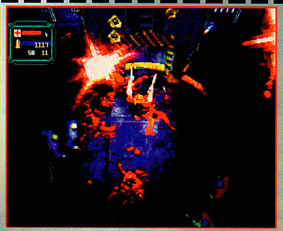


LEVEL 10

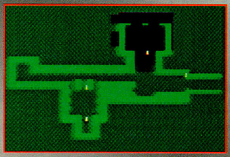
Area: Docking Bay
Objective: Find key to steal spaceship

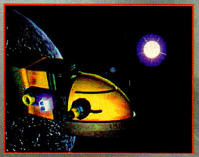
This level is short and to the point. All you have to do is find the key that will start up a spaceship so you can find the guy who framed you. If you look at your map, there are many side alcoves that will usually house baddies. These baddies are always riflemen and will start taking pot shots as soon as you come into range. The best way to take care of these unwanted guests is by using your strafing technique: Go down the hallways sideways and take them out quickly. In the large hanger-type area, you will find a couple of doors. As soon as you approach either of the doors, baddies will start pouring out of them. There will be a ton of them—your best bet is to focus your attention on the enemies coming out of the door and use an Ultra Bomb on the rest. These guys will drop health and ammo icons to keep you alive.











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LEVEL 11

Area: Scrap Yard
Objective: Collect four parts of a bomb and destroy laser fence

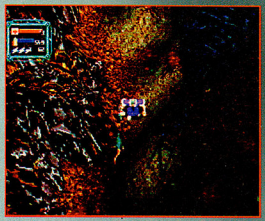






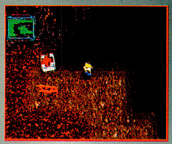
This level is similar in layout to Level Five. There are new enemies, though. You will be facing flamethrowers and laser robots. These robots, along with rats and dogs, will create quite a problem for you as you continue through the level. The key to this level is to find all the parts of the bomb then find the laser fence. Each part is numbered, but the parts don't have to be found in order. These pieces can be out in the open or hidden under some rocks or in boxes. After all the parts are collected, find the laser fence and simply walk into it. This will end the level and you will move on to your next challenge.





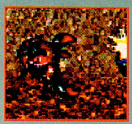
LEVEL 12

Area: Processing Plant
Objective: Find exit to next level

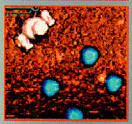


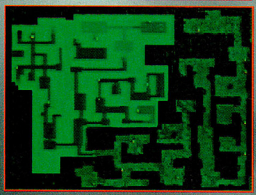
At the start of the level, you are running outside of the processing plant. Find the red key that will let you gain entrance into the plant in the southern most passage. After you get the first key, backtrack to find the entrance to the plant. Here you will have to face an army of extremely hungry rats! You will have to fight your way through the rats to get the next key and move on. After fighting your way through all that, you now have to face some robots, both flame-throwing and blaster 'bots (definitely less of a problem than the rats). The bad thing is that this entire level is occupied by robots and rats. After a little teleport action, you will be jumping from inside the processing plant to outside and out in the open. You will find the blue key next, and in an outside visit, you will find the yellow key. This level can be very frustrating as you go through the rat-infested areas—you will definitely have a tough time getting through it if you are Vox or Fwank, because of their slow reload rate. Although it is tough, remember that you do have Ultra Bombs that you can use. Watch your ammo!



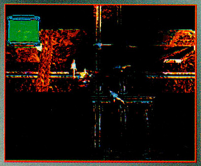












Mental Block?

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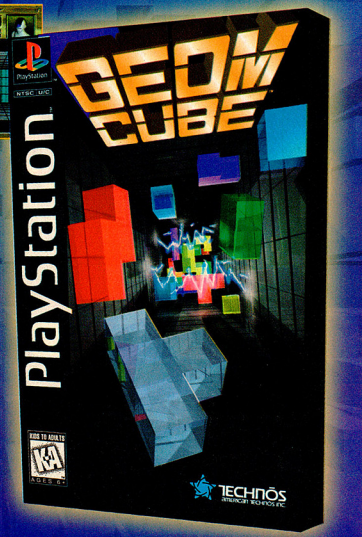
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LEVEL 13

Area: Recycling Center
Objective: Find secret access chute



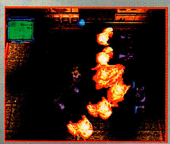
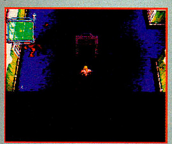



To get the red key, you will have to do a little teleporter jumping. Head east from the start to the end of the hall, then keep heading south to get to the room with the teleporter. After a few jumps, you will be in the room with the red key and some robots. Most of your competition will come in the form of green and red soldiers. These soldiers take a lot of hits to kill and can dish out some serious damage if they are allowed to get around you. Make sure you backtrack after you get a new key to search all the rooms that you passed up before. Power-ups are frequent in these rooms and may even be the next key in a room that you otherwise would have passed up. Watch in the shadows for soldiers, though, because they love to gang up on unsuspecting criminals.

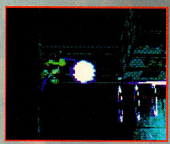
LEVEL 14

Area: Security Level
Objective: Find entrance to the Control Center

In this level you will have to deal with more teleporters. These teleporters are not the main focus of the level but they do play a key role in its completion. Right from the start you are forced into the teleport ring where you teleport to somewhere else, do something there, then you are teleported somewhere else and have to do something there, etc. Once again, you will have to face the flame-throwing robots. This can be a problem in small rooms where you are forced to rush in and take them out quickly before they trap you in a corner and toast your butt. Act quickly when you see them; rush into them headlong with guns blazing. This usually works and should take them out before any major damage is sustained.

Use the strafing maneuver to get through the hallways without taking a great amount of damage from the riflemen hiding in the alcoves.



LEVEL 15

Area: Control Center
Objective: Find and destroy Fub

Finally, the last level! Here you will face the scumbag who framed you and sent you to prison. This will be one of your biggest challenges. There will be many ambushes, such as the one shown to the right. These guys will just rock you if you get in range. A lot of the areas in this game are rooms full of crates. This makes it harder to see the enemies, but also leaves more spaces open so you can find a whole lot of boxes with icons in them. Right before you teleport in to fight Fub, you will enter a room that is full of icons. These icons will increase the power of your gun, fill up your health bar and give you another Ultra Bomb to face Fub with. All these things will be used to fight him. He will be one tough nut to crack. Are you loaded enough to take on this monster? Good luck!






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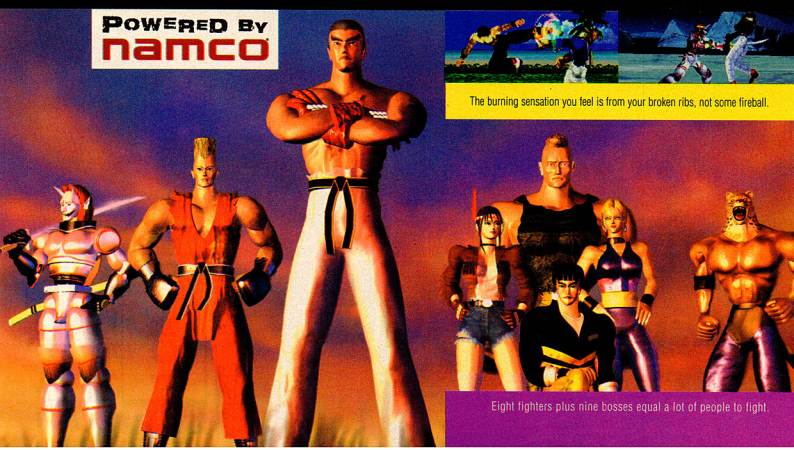


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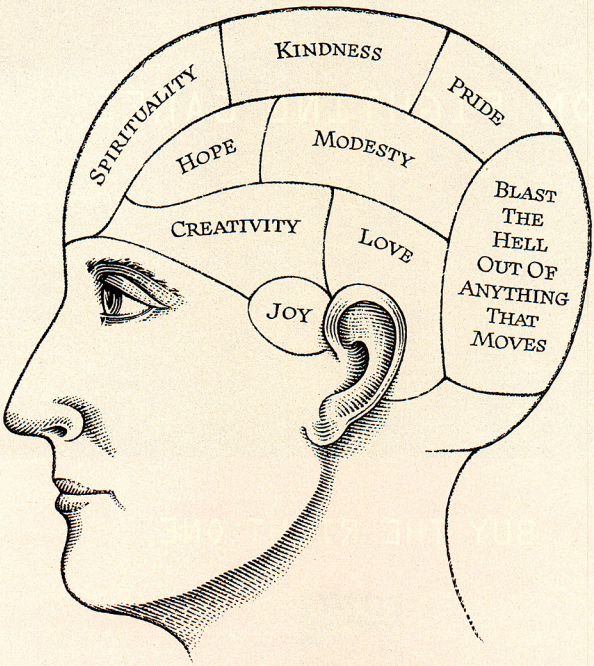


of view, whether you're kicking someone's butt or getting yours kicked. The one with some of the most impressive environments you've ever seen, in arcades or out. The one that's so tough, it even knocks out the arcade version. Tekken™.

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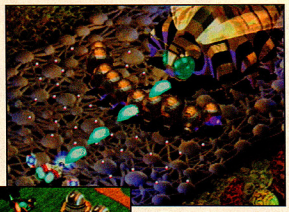
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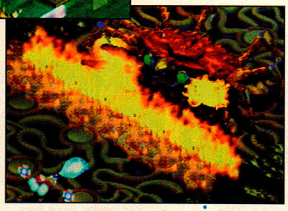


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SUPER NES

DONKEY KONG COUNTRY 2

Diddy's Kong Quest

ULTIMATE STRATEGY GUIDE

STRATEGY TALK

There's only one word for this game: *huge*! As difficult as some of the stages are, this game never becomes cheap. Each stage is masterfully designed, with attention to gameplay and enjoyability. The graphics are more of the same screen-splitting, eye-popping, amazing-quality, render-style stuff from the original DK. Of course, the sounds are along the same lines of atmospheric immersion as the original. The addition of a new main character and several animal friends was an excellent touch. So much more gameplay is required to truly master the game with the addition of the DK coins. Each stage must be scoured over and over again to find the coveted coins. You have not truly beaten the game until you have located and gathered all the DK coins. The Secret World is an excellent touch as well. Not only do you have to find the bonus worlds to get the "!" in order to master the stages, but the coins collected there help you reach the Secret World! This is a very highly recommended play.

—*Jason Streetz*







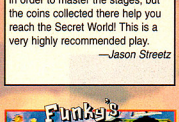






The big DK himself ends up in a cage. His captor is Captain K. Rool. Now Diddy and the newcomer, longtime friend Dixie, must free him!





Rent a flying barrel to travel the world quickly.

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For some information and insults, come here.

This old codger is still at it, insulting Diddy and Dixie like never before. Remember: He is intelligent. Despite his arrogance, he can provide some very useful information—for the right price, of course.



Save your game with her, and learn a few things.

She can teach you a few things without the constant badgering and insults. As well, come here to save your game. Pay close attention to the surroundings. Swanky may ask you about it later.



Want a chance to test your DK know-how? Here it is!

Swanky is always looking for a few good contestants to play his games. Answer the questions correctly to win. You have to win in order to get some icons for the road.

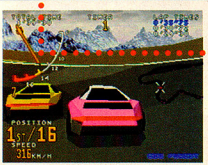
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GANGPLANK GALLEON

1. PIRATE'S PANIC

Bonus: Find the Token

First, you will see a rip in the floor. Go over and to the right. Collect the N icon. Backtrack and descend carefully into the lower subdeck. Proceed inward and to the right. Just below where the N was, you will be vaulted into a bonus stage.





2. PIRATE'S PANIC

Bonus: Destroy them all

Get the blatantly obvious Rhino Box icon earlier in the stage. When you spot the backward-facing banana arrow just past a downward ledge, you've reached this area. Back up to the other end of the subdeck and prepare Rambi for a charge. Plow into the door for the entrance to a bonus stage.



3-4. MAINBRACE MAYHEM

Bonus: Find the Token (three) and Destroy them all (four)

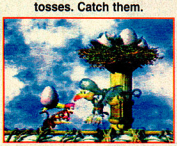
To get to the first bonus stage (above), simply use Dixie's diagonal-down hair flight ability to reach the otherwise distant rope network to the right. Once there, carefully maneuver to the right until a bonus barrel is in sight. Leap from the rightmost edge of the ropes and proceed to the bonus stage. The second bonus area (below) is more challenging to reach. Climb across the large horizontal rope, collecting the Banana icons. Leaping from the two rope nets nearby, grab the cannonball atop the wooden plank. Jump up and across, using the cannonball to destroy foes. Be careful not to drop it!



This Boss is a piece of cake. Collect the eggs he tosses without letting them hit you. Chuck them back in his general direction a few times for an easy victory.



Watch out for the eggs he tosses. Catch them.

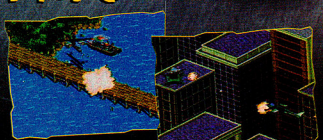


When he swoops in for the hit, gak him with the egg.

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Keep this handy while maneuvering in the worlds of DKC2. Remember, Funky's Flying Barrel can only take you to the worlds and stages that have been beaten.



1 Gangplank Galleon



2 Crocodile Caldron



3 Krem Quay



4 Krazy Kremland

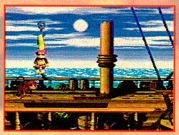


5 Gloomy Gulch



6 K. Rool's Keep

All-New Technique!



Hooks provide handy perches for further jumps.



Climbing ropes comes in handy for scaling the ships.

There are many features that were not in the original DK. Of course, the addition of Dixie is a big change. The environment has new elements that even seasoned DK players may not adapt to readily, such as the windy stages of Gusty Glade and Windy Well. Learn to control the Kongs in free fall, or learn to adjust your jumping to the direction of wind currents. Midair hook-like things allow you to hang upside-down and wait for an opportune moment to act. As well, they can be used as a type of "jump stair," giving you the ability to hike higher or cross dangerous terrain. New animal friends join the quest as well. Spiders, rhinos, swordfish and even a returning parrot can aid your quest, if you manage to find and free them. Some stages require you to play through a roller coaster-like interface full of anticipation and excitement!

A Hidden World to Find



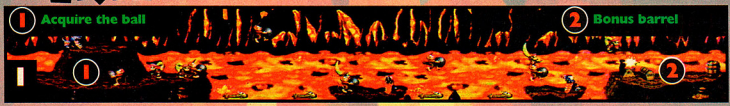
Klubba will ask for Kremcoins to cross his bridge.



Kremcoins can only be found in bonus stages.

There are two forms of currency in this sequel. The first is Banana coins. These can be collected commonly and are used to reimburse the various friends you get assistance from, like Cranky or Wrinkly. The second is the Kremcoin. These can be found in bonus stages, hidden across the entire game. Only one person will ask for these: Klubba the keeper of a secret Kiosk (bridge). You will find Klubba in each world, asking a certain toll of Kremcoins to cross his bridge. What's on the other side? A hidden world full of secret levels. Unlike other worlds, you don't progress to a new stage once finished. In the Secret World, you must cross each of Klubba's bridges to attain access to the individual levels of the Secret World. On the pages of this strategy guide you will learn the locations of many of the Kremcoins!

CROCKODILE CALDRON



1. HOT-HEAD HOP

Bonus: Collect the Stars

Fancy footwork will be required to get to this bonus stage. Smash the crate located on the indicated platform. Carry the cannonball across the platforms, using it to gak nasties that block your path. Once across to the next major platform, load the ball into the cannon and enjoy!



2. HOT-HEAD HOP

Bonus: Find the Token

You will need your spider friend to help you here. Just after the slide-and-wasp trap area, use Squitter the Spider to create web-platforms above and to the right of the platform.



Yet another job for Dixie. First, acquire her from the Buddy Barrel above the start of this stage. Proceed to the right, under the platform with the cannon-toting dude. Use Dixie's hair-spin maneuver to land yourself in the barrel to the far right.

3. CANNON'S CLAIM

Bonus: Find the Token

Avoid three of his fireball blasts, then catch the falling cannonball. Let him have it, then jump across the hooks that appear. On the other side, repeat this pattern.



Wait for the cannonballs to drop, then toss them at him.



Watch for hooks to drop down and jump across.

4-5. SQUAWKS' SHAFT

Bonus: Destroy them all (four)

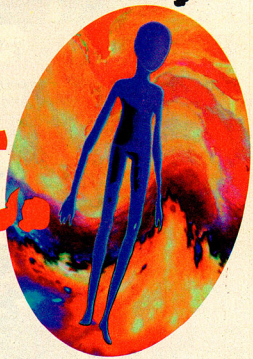
Bonus: Find the Token (five)

The first couldn't be simpler: Follow the banana trail-arrows to the bonus barrel. Next, be sure to be observant of this stage's barrel setup. Avoid the wasps using careful timing and you just may land in this bonus stage.





Screw the Prime Directive. If it's on radar, it's toast.



Intense, 3D texture-mapped terrains of reflex-assaulting canyons and tunnels. Dramamine™ cocktails, anyone?





Scream through 20 different rounds of nonstop destruction. Remember, the more you kill, the better you feel.



Featuring new Save Game option, cookie-tossing 360° barrel roll capabilities, and life-saving power-ups.

Forget about that intergalactic brotherhood crap. 'Cause with Total Eclipse Turbo™, the space-combat simulation for the Sony® PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those squid-faced aliens stopping in to party, you're gonna have to fire up your wicked welcome wagon and get this 32-bit block party blazing.



("One of the best 3D shooters ever." "Just gotta have it!" -*DieHard GameFan*)

CRYSTAL DYNAMICS

KIDS TO ADULTS AGES 9+

PlayStation™

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KREM QUAY



Hop into barrel oscillating across the ditch. Be sure to collect the KONG letters and a horf-load of banana icons along the way. Once across, the bonus barrel is as plain as day, just below the top of the screen. Go for it.

1. BARREL BAYOU

Bonus: Find the Token







2-3. SLIMELIME

Bonus: Collect the Stars (two). Bonus: Destroy them all (three!)

To get to the first bonus world, you need to get the invincibility barrel guarded by a launcher baddie at the start of the stage. Then descend into the depths for the barrel. The second bonus stage is simply a matter of hanging on to the cannonball through some nasties. Beware of the bug at the end.

Barrels of Fun Ahead

Learning to Cope with Motion Sickness

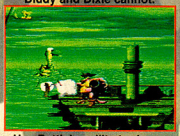
In many parts of this world, you will have to navigate through some areas of perpetual motion, like the Snake stages. Constantly hopping and bounding about don't compare, however, to the Bramble Blast stage. Here you must navigate through several challenging, vine-containing mazes of direction and rotation barrels. Believe it or not, there are actually some bonus areas and icons located in the mix. It's simply a matter of patience and familiarity with the control. Know this: Those who are uncomfortable with the barrel controls will get comfortable real quick in the Bramble Blast stage. Although irritating, there are patterns and methods to the patterns. Memorization is helpful in this stage. To make things worse, in some areas you will be asked to bound from barrel to barrel while gakking and avoiding the nasties, with very little rest period in between.



You must maneuver tight spaces using launch barrels.



Rattly can kill enemies Diddy and Dixie cannot.



Use Rattly's agility to dance on the barrels toward foes.

This Boss is more of a waiting game than anything else. Dodge his stomp attacks and wait for the TNT to appear.



Do not be on the ground when he lands.

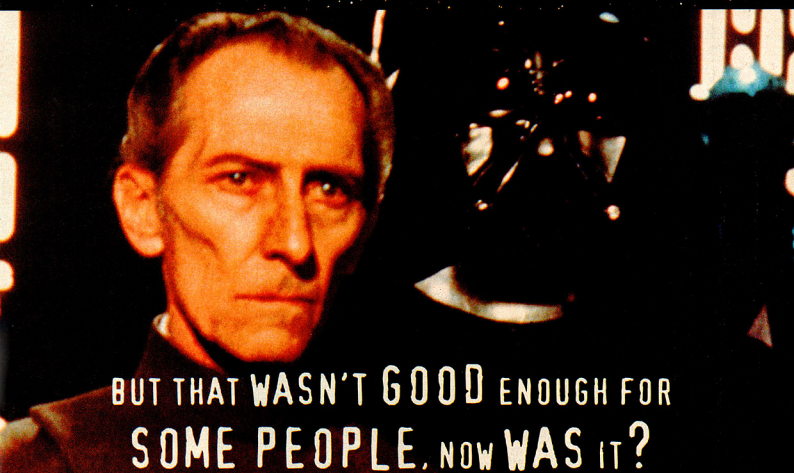


When he's falling down, pelt him with TNT!



Don't let him knock the TNT from your grasp.

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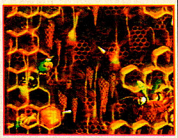
KRAZY KREMLAND



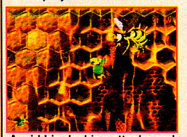
King Zing Sting is perhaps the toughest challenge thus far in the game. He has several modes of attack, including launching stingers and splitting into multiple, smaller forms.



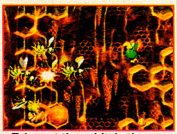
Start by spitting some projectiles at him.



He'll get ticked, turn red and start firing stingers at you.



Avoid his dashing attacks and prepare for another shot.



Take out the orbital stingers first, then go for the middle.

1. HORNET HOLE

Bonus: Find the Token, TWICE!

This stage is rare indeed. Both bonus doors are within one screen of each other. You'll have to be good at maneuvering across the sticky walls. Hook-swinging skills don't hurt either. In order to get past the Kiosk of this world, you're going to need both coins, so you may as well get them while you're here. There are no enemies blocking your path. It's just you and the terrain. Be sure to collect all the banana coins and icons along the way to the two bonus stage doors.



2. RICKETY RIDE

Bonus: Destroy Them All

Before hopping into the skull-carts of doom, be sure to check the starting area carefully. Throwing your partner into innocent-looking terrain pays off. Start at the left, and work your way up to the second ledge. Switch to Dixie and hair-spin across for the bonus area. If you don't have her yet, just go a bit to the right and snag the barrel located on the first upper area, somewhat hidden by wooden planks.

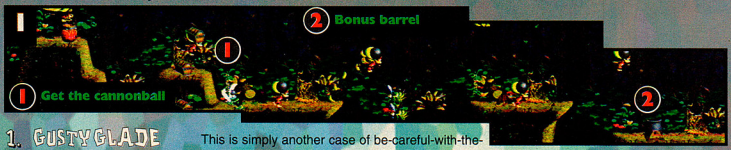


3. MUDHOLE MARSH

Bonus: Collect the Stars

This whole area requires careful footwork across the swampland. A large variety of barrels and crates are strewn about for you to use in defense. Once you reach the grassy platform with the blue guy running back and forth, you're there. Avoid his charges and throw you partner up into the bonus barrel.

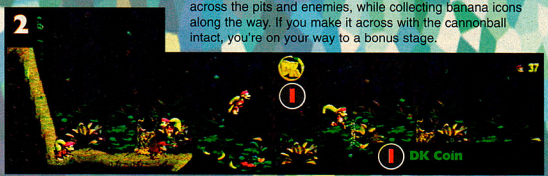
GLOOMY GULCH



1. GUSTY GLADE

Bonus: Collect the Stars

This is simply another case of be-careful-with-the-cannonball-while-gakking-the-nasties. Break the box on the right side of the map, get the cannonball, carry it across the pits and enemies, while collecting banana icons along the way. If you make it across with the cannonball intact, you're on your way to a bonus stage.



2. GUSTY GLADE

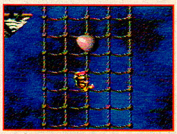
Getting the DK Coin

Much of this stage requires well-timed and coordinated jumping because of the wind conditions. You can tell which way the wind is blowing by watching the leaves blow in the foreground. Use this to your advantage, because the Kongs cannot jump well against the wind. An ill-timed jump could blow you back into a pit or an enemy. Just past the highest point in this stage, there is a DK coin floating in midair. The easiest way to acquire this coin is to use Dixie and hair-spin across the pit into the coin, and across to the other side.

It's difficult to believe this Boss was placed so far into the game since he is easy to defeat. Wait out the charging ghost birds, killing the solid ones as they come. When he charges, simply face him with the barrel you're holding and watch him get hit. Follow him up and repeat twice. Nothing could be simpler. Just learn the pattern of the falling eggs.



Wait for him to dive, then hit him with a barrel.



Chase him up the ropes, avoiding the falling eggs.

3. PARROT CHUTE PANIC

Hidden Star Room

Acquire Squawks at the top of the chute. Move from side to side, avoiding the wasps. Release the Kongs at the bottom. Use the box located there to break the wall just below and to the left. A door will appear, leading to a room full of star icons. Be sure to snag them. This is not a bonus stage, so there is no Kremcoin to collect. Exit at the other side of the room.





Careful coordination will be required here.



Somewhere in this stage is the DK coin. Can you find it?



A door is hidden in this area. Simply walk through.

WEB WOODS

It's Squitter's Turn...

Explore those walls that don't quite fit in with the background. For instance, once past a great chasm area, try exploring the outer area of the ledge on the other side for a bonus stage.

mission: DEADLY SKIES™

BARF BAGS NOT INCLUDED

Vertical loops...quick turns...speed bursts...air brakes. Flying by the seat of your pants in a one-on-one dogfight to the death can make a pilot kind of queasy. It doesn't matter that you're armed to the teeth with gun cannons, heat seeking missiles and guided missiles. You still have to keep the other guy in your sights using whatever moves you've got. Did you remember to save that doggie bag from lunch?





JVC
JVC MUSICAL INDUSTRIES, INC.

PC CD-ROM

NR
Not Rated

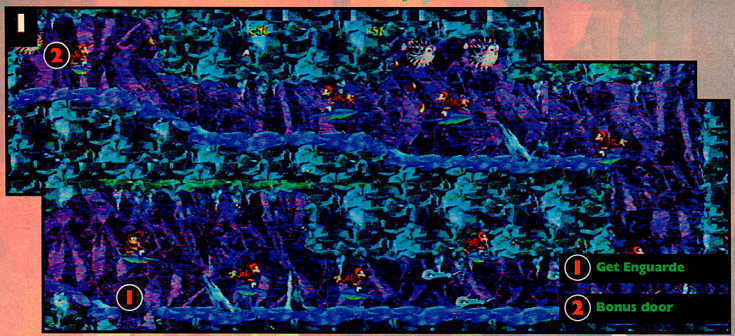
3DO

SEGA SATURN

PlayStation

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K. ROOL'S KEEP



1. CLAPPER'S CAVERN

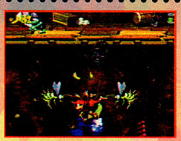
Bonus: Find the Token

Getting Enguarde the swordfish is mandatory to reach this bonus stage. Break him free from his barrel and follow the path shown by the map. Be warned: Several exploding fish guard the area of the secret door. Kill them first, then proceed to break through the wall with a powered-up charge move.





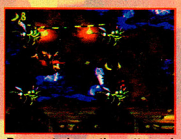
Powerful gusts of wind blow the Kongs upward.



Icons come to those who are daring.



Hooks provide brief rests from the powerful winds.



Be sure to know the pattern of the winds to avoid wasps.

WINDY WELL

Flying Monkeys!

Diddy and Dixie take flight as they make it through the final stretches of rescuing DK. Upward blowing winds cause the monkeys to levitate at an inconsistent rate, making steering a challenge. A word to the wise: The most difficult path is the one that contains the most icons. Also, where there are wasps, there are banana icons somewhere near. It is totally possible to maneuver through this stage without collecting a single icon. Of course, what good would that be?



Rambi makes things much easier.



Use the barrels to get edge-guarding nasties.



Enemies like this make tight areas tough.

2. CASTLE CRUSH

Think Fast

Perhaps the most nerve-racking stage of the entire game, Castle Crush runs you through a gauntlet-style maze of bananas, trap passages and enemies. Be sure to get the Rambi box at the start of the stage.

LONG LIVE SUPER NES®

HECK, YOU ALREADY OWN THE MACHINE.







The old box ain't dead yet.

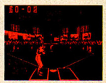
LOOK FOR CAPCOM LOOK FOR

TRADEMARKS ARE PROPERTIES OF THEIR RESPECTIVE HOLDERS.

Finally, baseball with



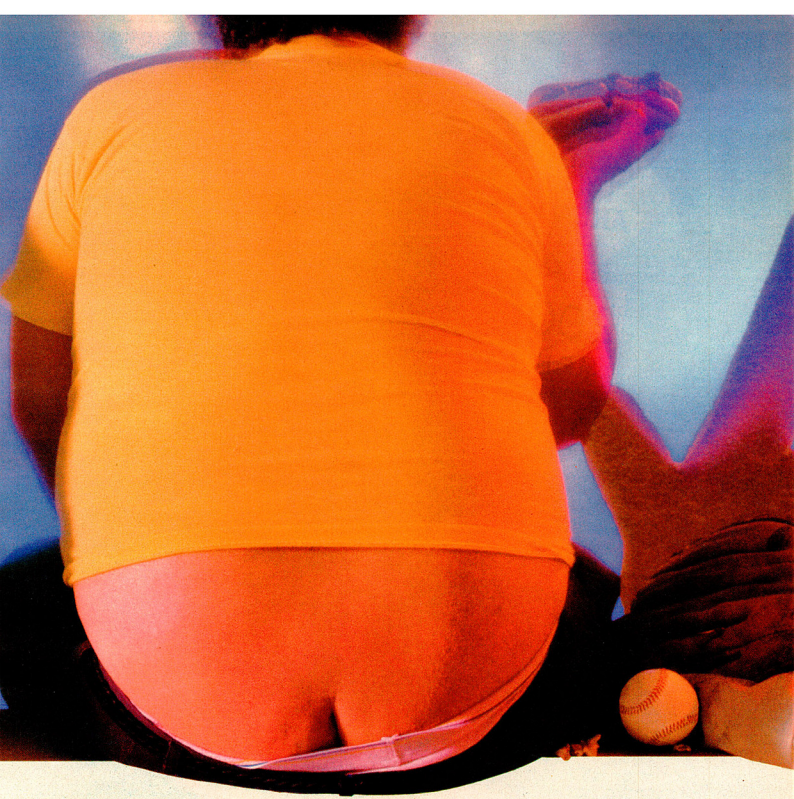
Nice screen shot, huh?



Cool 3D Graphics

Ahhhh, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™ — with big league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18





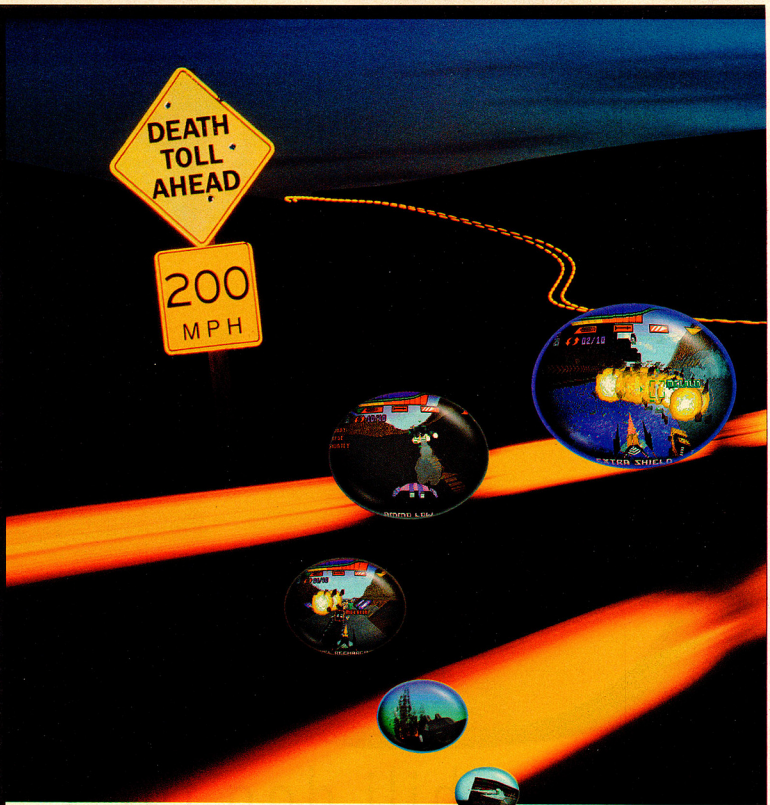
out the chili dog farts.

world-class teams. Set your own pitching rotation. Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So don't just sit there waiting to hurl. Slide into the store, and give it a crack.



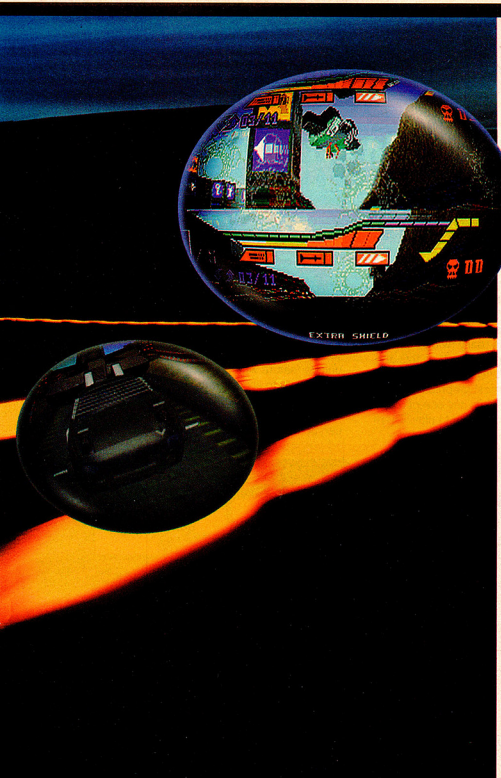
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"If your opponent doesn't kill you, the road will."

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time to create crevices, barriers, and curves.

Just hop in your hovercraft (6 to choose from)

and hit the road (9 to choose from).

But beware. It'll hit back.

HI OCTANE
THE TRACK FIGHTS BACK

PLAYSTATION
SEGA SATURN
P C - C D

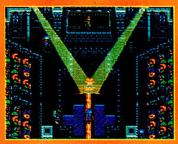
http://www.ea.com/bullfrog.html (for more information)

Inc. Actual screens may vary.



SUPER NES

BREATH of FIRE II



You are able to gather up eight people for your party.



STRATEGY TALK

Many people have the mistaken impression that only RPGs from SquareSoft are worth spending time on. So it is really nice to see a game such as this one. While it may not be the most graphically intense RPG, it is one of the most fun to play. There is a ton of stuff to accomplish and a lot of cool features that can make the game a little different every time you play. There is a unique feature where you can find up to six different shamans throughout the world. These shamans can be combined with your characters in your party to make them look completely different and give them new powers. Also, Breath of Fire 2 will take you 40-80 hours to complete—it is an extremely big game. This game could be a big leap for Capcom in the RPG category.

—John Gurka

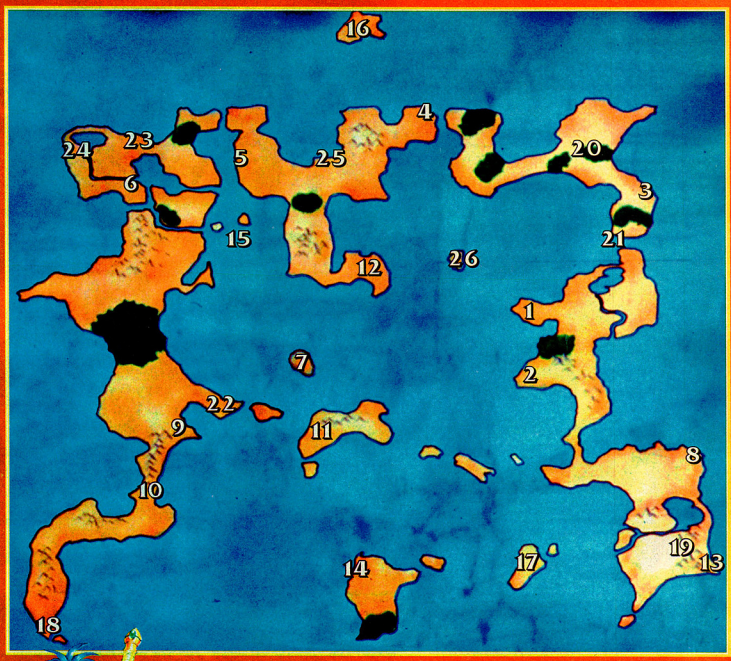
The Bosses are probably the best graphics in the game. There are tons of them to fight. However, most are tough to beat.



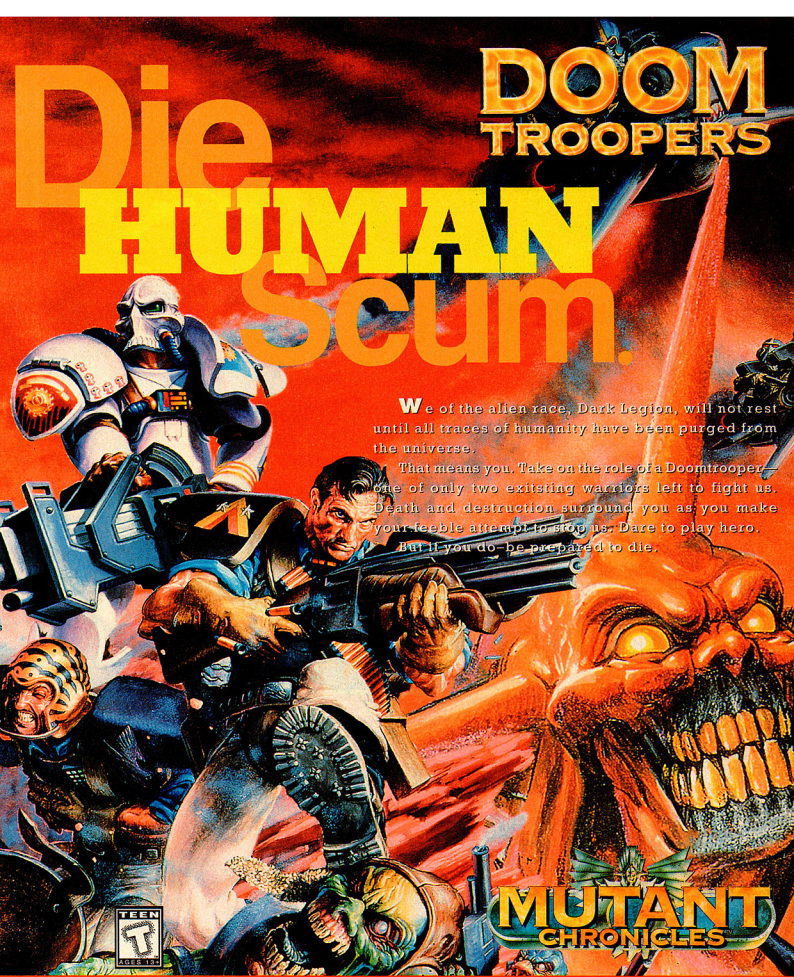


This is a map of TownShip, the town that is yours to do with as you see fit. Build houses in any style. Pictured above is the Arabic style. There other styles you might have depending on who you choose to build the houses. You can have up to six different houses. The people that live in them will depend on you, too. The people you invite to the town will all do different tasks for you.





1. HomeTown
2. TownShip
3. Coursair
4. Windia
5. Capitan
6. SimaFort
7. Tunlan
8. Highfort
9. FarmTown
10. CotLand
11. Guntz
12. Gate
13. Bleu's House
14. Evarai
15. Skytower
16. Monster Island
17. Treasure Island
18. Bando Church
19. Thvs. Tomb
20. TagWoods
21. SeaCave
22. Whale Cape
23. Witch Tower
24. Restaurant
25. Monster Hunter's Lodge
26. Maori Island



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CRIME STILL DOESN'T PAY

The peace of Metro City ends with the arrival of the Skull Cross Gang. Taking a page right out of the criminal guidebook, they launch attacks that include arson, armed robbery, assault and terrorism. Mayor Mike Hagger and a few of his closest allies counterattack the crime wave by wading into the gang controlled areas with their bare fists. All in all, it's gonna be a hot time in Metro City tonight!

FEATURES

- Power up your SUPER moves by defeating opponents to really flatten Skull Cross!
- Metro City comes alive in 9 gigantic, action-packed levels!
- 2-Player simultaneous game play with four unique heroes to choose from!
- 24 MEGS of memory makes this the biggest Final Fight ever!





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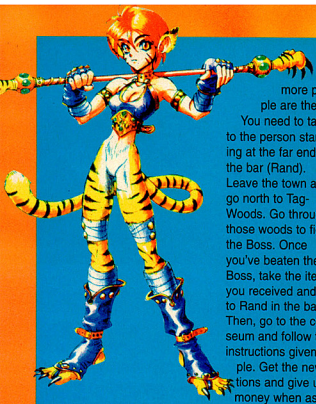
LONG LIVE SUPER NES®

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Katt's Rescue



This section details how to get Katt in your party. She is one of the best because she is extremely powerful and has some really potent magic.

When it is night, go into the pub in Coursair. You'll notice more people are there. You need to talk to the person standing at the far end of the bar (Rand). Leave the town and go north to Tag-Woods. Go through those woods to fight the Boss. Once you've beaten the Boss, take the item you received and talk to Rand in the bar. Then, go to the coliseum and follow the instructions given by the people. Get the new instructions and give up the money when asked. Fight the woman in the coliseum and watch more events unfold. Rand now joins your party. Walk back to the coliseum and talk to Augus. Be prepared for a fight. Watch the automatic events and rejoice as Katt joins your party.



WALKTHROUGH

While this RPG may not be the toughest, it is one of the longest. Remember, use this only as a reference guide for playing. Reading this while playing could cause you to lose some of the fun gameplay. Use the map on the last page with this guide to see where locations are.

After playing through the intro, you'll start in HomeTown (1). Explore the town then leave. Save your game (most of the time) by talking to the statue of the dragon god. Walk east a little then go a few steps south to find the path into the mountains and enter it. Earn some levels while walking around the life-giving fountain. Go through the first cave to fight the Boss. Travel down the mountain and out the new exit. Walk west to the old house (TownShip). Help the man to receive what you're looking for. Once done, return to the guild in HomeTown. Collect your money then watch. Choose to go to your room and watch the events unfold. Go into the town. When you wake up, talk to people to find out about what's going on. Make sure you talk to Kilgore who's in the upper-left-hand corner of the town. Now go back to your room and talk to Bow. It's time to have a favor returned.



Take Bow to TownShip. Afterward, go back through the mountain then head east over the bridge. Head north over the bridge you see there and go into Coursair. **Go to the section above marked Katt's Rescue to learn what to do next. When you have done everything listed there, return here to continue on.** Head back to TownShip where you left Bow. Talk to everyone and go back to HomeTown to explore some more. You'll come to an automatic sequence in front of the Magic School. Go inside the school then up the stairs to talk to Nina. Once that sequence is over, head to the Joker's hideout in the cave right over the first bridge you encountered. Go through this cave until you encounter the Boss. Go to Windia (north and west of Coursair). Go through the cave, which isn't too hard, and watch that set of events. You'll get a new character named Sten and from there head west until you find Capitan. You'll discover that a boy is missing. You'll find him in the well there. Go into the well by pressing the A button next to it and find the boy. You'll have to beat a Boss. While Ray is holding the water, save all the villagers by attacking only the facehuggers on their faces. Once that's done, return to Ray and speak with him. He's going to give you a spell and you should give it to someone besides Ryu. After all that, you must return to TownShip. The only way to get back is to have Sten at the lead in the party. Go over to where the cliff is close together and you'll see two pegs on either side. Press the Y button to have Sten reach over to the other side. This will get you back over so you can head back to TownShip. Talk to Niro and choose your new party. Head back to Capitan. Remember, you need Sten to get over the gap by Windia. Talk to the girl who wasn't there before. After the event, go back to Capitan and talk to the man standing where the girl was. You'll be transported to TownShip, where you'll want





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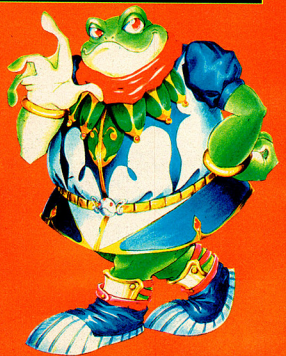
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to talk to Granny who has taken refuge in a house there. She'll tell you about the shamans. There are six shamans total and you already have one. The shamans combine with your characters to make new and more powerful ones. The downfall is that if your characters lose their new powers, if they are killed or fall to a critical level of HP, they lose power. If that happens, go back to Granny and have your character re-formed. Now head all the way back to Capitan. You will now be able to go to the docks behind the town and get on the boat that goes over the small break in the continent. Once across, head through the woods and watch to see who you meet there. Now it is time to complete the frog's request. Go a little west, but mostly north, until you get to the Witch's Tower. On your way, stop at SimaFort to regain health and to save your game. Go through the tower to fight the witch. After you beat her, head back to the woods where you met the frog. Once you've beaten the witch, go back into her tower and explore. You might have seen a statue of a woman while going through the tower. If you return to the statue, it'll be alive. The statue is actually the water shaman. Talk to her—she'll be waiting at Granny's place. Have Nina in the lead and talk to the frog. Leave the forest and watch the event. Now you must put Jean in the lead. Press the Y button to turn the whole party into a big frog. Swim to the castle in the middle of the lake. Watch all of the events and when you finally know what's going on, head for the very first place you saw when you arrived at the castle. Go down the hole and explore. Find Jean and fight a Boss to rescue him. After you have rescued him, he'll ask you to do a favor. Do so by going back to the Witch's Tower. You'll find the witch gone, but she has left directions for you. She is at the restaurant. Leave the tower and head southwest to the cave on the west side of the river. Go inside and do what is asked of you. Then you will fight a Boss and you must find the witch (Nimifu). Jump in the toilet and look for what is lost. Get it and re-emerge. Now you must return to the castle and return the item to Jean. After a pretty big event, you now have a new quest. You must search out the items that Jean is asking for. When looking for the items, go to the prince's bedroom and search the wall next to the painting until the painting moves to reveal a passageway. You'll find the prince on the roof past the secret passageway. His girlfriend is the woman frog standing by the pond next to the man who is painting a picture in the courtyard. Once you have told the prince's girlfriend where he is, you must go back to him. There are two doors there that are now unlocked. The one on the left has someone's treasure and the one on the right is where you need to go. Jump onto the buckets that are heading into the basement. Get off the bucket and go through the door. In the next room, you will see a door on the right. Don't go through there first—head over to the left. Go through the door on the left and follow the maze until you find the big cockroach. Kill it and receive your first item. Now go back to the door I told you not to go through and go through it. You'll see the Gold Fly. After finding it, you must fight it before grabbing it. He should win and then you will have to continue following him. While chasing him, you'll run into the worm.









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You must kill it as well. Afterward, you will get the second item you need. Go back to the room where you fought the roach and you will see the Gold Fly. Now kill him, get the third and final item then head back to Jean. Give him the items and head north to the stairs. Go up them and into the dining room. Talk to the chef at the bottom of the screen to set more events rolling. Now head over to the room where Jean was cooking. Go into the bathroom and press the A button on the wall where the arrow is. Now go off the screen to the right and fight the imposter. Now Jean will join the party. Look around the castle and make sure you go back to the room where they store the food. Patty, the thief who is responsible for the robbery at HomeTown, will be released into your custody. Now leave the castle and head west. Put Jean in the lead and change the party into a frog. Go into the top of the waterfall with the frog. You'll appear in a cave where you can collect some cool treasure. Change the lead to Ryu and have him talk to the old man there. Now head back to HomeTown. Go there and talk to the man in front of Trout's house. Make sure you have collected Patty from Jean's castle first, though. Explore the house a little and watch some things happen. Go back to Township and look around. Put Bow in the lead of the party and return to HomeTown. There, talk to Kilgore with Bow and watch what happens. From there, choose to help Bow and go through Trout's house again. Confront Trout when you find the hidden underground and watch. Kill another Boss then watch some more. After everything is said and done, you'll have a new mission. The first thing to do is to go to the Whale Cape. Talk to the man blocking the entrance to the Whale Cave. He'll let you by and you must go in there. Now, put Katt in the lead of the party. Whenever you see a crumbly looking wall that tells you it's fragile; have Katt whack it by pressing the Y button and it will break. Also, make sure you whack the whale's Adam's apple before you go in. Go through the whale and beat the Boss you will encounter. After you beat



Time For Spar

Spar is probably the last person you will find. This tells you how to get him.

Head off to Tunlan. Go to the carnival and pay the admission fee to go inside. Talk to the man in front of the Grass Man's (Spar) cage to find out what's going on. The item that you need is over by the Monster Hunter's Lodge. Go inside during the day, then exit through the back. Walk into the forest behind it. Go into there and you will fight a Boss. Beat the Boss and collect the owl fruits there. From there, go to the SeaCave. This cave is a little tough so you may want to earn a couple levels before going through this cave. Enter the cave and find your way through. A man will ask you if you want to know how to catch one of the creatures. Pay the fee and then listen, or do what he says to save some beans. Go up to the hiding place and lay down an owl fruit. Step away and watch for the creature to emerge. After it's grabbed the food, run up and press the A button. Go into the cave behind the man. You will have to fight the creature in order to capture it, so be prepared. Keep capturing them and fighting them until one of them doesn't die and allows itself to be captured. Once captured, it will ask you to let it go. Do so and receive a powerful sword. Leave that cave then return right away. There will be a charm shield in the same treasure chest. Now go to the carnival and talk to the man in front of Spar. When he asks what you brought him, tell him nothing and then get into a fight. Kick his butt and free Spar who will now join your party.





This is one of the tougher Bosses. Use your magicusers to hit this guy with fire and ice spells. Keep yourself healed!

4x4 + anarchy = canyon shredding kill fest.



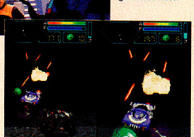
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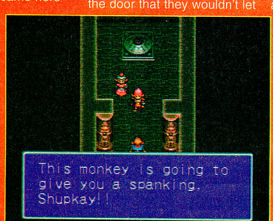
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the Boss, make sure you give the Adam's apple another good whack before you leave. You'll watch a small sequence and then you should talk to the man standing on the beach. You can now control the whale and go anywhere you like. First, go all around and try to fill out your auto-map. That map can be accessed by pressing SELECT on the overworld. Also, the second thing you should do is go to Bleu's house. They'll tell you that she is not home. She is in the Magic School in HomeTown. Walk through and talk to everyone you see. She is one of the people. She'll change to her real form and join your party. She is awesome because she starts off at level 35. She has a ton of magic, making her your most powerful ally. Also, she cannot be transformed by Granny. Neither can Ryu for that matter. **Go to the section marked Time For Spar to find out what to do next. Come back here when you've finished doing everything described there.** With Spar in the lead, go west to the Whale Cape. Get off the whale and walk a little west. You'll see a big forest to the south, and with Spar in the lead, you'll be able to walk through it. You should see a big tree after a little bit. Walk onto it and have Spar talk to the tree. You'll find out a lot of stuff and from there return to Tunlan. Tunlan is the town where the stupid only speak in a tone of music. Talk to the man that wasn't there before and he'll tell you where to go next. Put Sten in the lead of the party and head to HighFort. Go there with Sten and get into the castle. After some events, you'll take control of only Sten. Once you have control of him, go down the stairs and collect the treasure. Equip it and save your game. If you need levels you can slowly build them there. It would be much better for you, however, if you have already built him up. Go through and then when you get to a bridge heading north, you'll be fighting a Boss. After beating him, go left over the bridge and work your way through there until you are reunited with your party. Take your whole party through the rest of this dungeon. You will fight yet another Boss. Afterward, there will be a little more of the maze to go through. Then—yes you guessed it—you'll fight another Boss. Watch the collapse and then collect what you came here for in the first place. Head back to Tunlan. You will now be able to talk to the idiots there. Find the queen and then talk to the people around her to find out what's going on. They hint for you to go to Maori Island, which is north of HomeTown and TownShip. Go there and into the first cave you see. The man you seek is there. Talk to him and you will notice that he doesn't have too much to say unless you're a pretty girl. Since Katt is a pretty girl, put her in the lead and then talk to him. Now go back to Tunlan and the queen. Head back to Maori Island and talk to Gedd's assistant. Go to the top of the mountain with Sten at the lead of your party. Pick the mushroom that looks exactly like the one that Gedd's assistant showed you or else you have to go back to the top of the mountain. Now go back to Tunlan again and talk to Gedd. Gedd will put you where you need to be in order to help the queen. Once there, keep walking around every room and kill every enemy you see until Gedd says you're done. You must kill all the enemies in every room in order to complete this task. It is not easy and will take a pretty long time so don't get too frustrated. Once finished, go through the door that they wouldn't let you through before and get the item that you started all of this for in the first place. Now go back to that tree in the middle of the forest next to the Whale Cape. Talk to him and choose to enter his mind. Enter the first town you see and explore. Leave and head east until you get to the next town. Explore it and then head north to the next town. Explore that town then return to the first town that you explored. You will notice a significant difference. First, go up to the man in the top left-hand corner. Talk with him and he'll offer to take you to the entrance for 100 coins. Accept and then talk to him again and he'll offer to take you to the exit for 100 coins. Do so and he'll take you to the treasure chests. Then, talk to him again to go back to the entrance. This cavern is not easy. Take your best characters through here. Work your way to the end and you will encounter a Boss. Leave the area the way you came or if you have it, cast exit. Then, go to the town in the northeast corner and talk to the guy in the







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item shop who runs the bank. He'll offer to let you out of the tree's mind. Say yes and ask all the questions the tree will allow you. Afterward, leave the tree and head south over the bridge. You won't be able to pass. You need to leave and get back to the whale. Take the whale north of Whale Cape to the Skytower. It is the little coliseum-looking thing north of Whale Cape. Go through there until you find the wind shaman. In one room, there will be a current of water blocking a staircase. To get around it, start at the bottom of the current and work your way up. When you are parallel to the staircase, push right on your D-pad. Then go up and find the shaman. Make sure to work your way around the entire structure gathering all the money and weapons in the chests. Now, you can go back to Granny to fuse the Wind shaman to another one of your characters. After Skytower, head back to the bridge south of the Great Tree. Now you'll be able to go through the pass. Once through, go south to Farm-Town. Make sure Rand is in the party and in the lead for this town. When you meet Rand's mom, do all the work she asks you to do. Once done, you must go west to Namanda. (Namanda is the cave you see in the west.) Go inside and talk to every-one. Go through the cave until you have talked to everyone. Now you will be able to make donations to Namanda if you want. You have to make at least 20 donations in order to make the Earth shaman accessible. Then, head back to Farm-Town to talk to Rand's mom again. You're going to fight a Boss here and afterward, head off to Windia with Nina in the lead. Talk to the guard in front of Windia's castle with Nina in the lead. After talking with everybody, you need to find the base-ment and enter it. Once in there, go through mazes until you reach a statue. Talk to it and take the test. Make sure Nina is a fairly high level like 25 or you will be killed before you can even do any-thing. Fight the Boss and then return to the king and talk with him. Watch every-thing and then go to the cere-monial room. After that, you can use the Great Bird when Nina is in the lead and you press the Y button. First, fly to Treasure Island. Extremely powerful weapons and armor are being sold there. Buy what you can and then fly a little to the west to get to the other island that you couldn't get to before. Go to Evarai there. Run around and talk to everybody. Try to get to the church, but you will be denied. Now try to leave the town and you will be denied this as well. You must talk to Claris after you have been denied leaving the town. She is in one of the houses. She will tell you where to go next and then in order to leave, you must jump in the toilet. Go through the cave down there (pretty big toilet) and you will come out in the inn that is south of the huge town. Now you must go to CotLand. Go in there with Katt in the lead. Use her to bust through the rocks you see there. The person you must talk to is in one of the buildings you see. Now you must leave and go to the structure that is south of Highfort, the Thieves' Town. Talk to people in there and then start going through this dungeon. Nina is recom-mended for she will fly out of traps and save the party from falling. When you fall to the floor that has all the faces on it, talk to the man there and he'll explain what they're for. The floor tiles take effect after fights so when you fin-ish a fight, the floor will do whatever the old man tells you he'll do. Go through until you find Patty. Release her from her cell and she'll find a treasure chest. When she's done looking through it, you search and find a switch. Go through the wall and open up the treasure chest there. Take what you find back to





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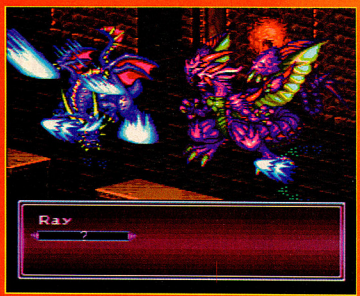
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CotLand. Talk to Tiga again and be prepared to get in a fight. You can talk your way out of it if you like. Keep watching until it's time to go. Then, you must head to Bando Church. If you don't already know it, the map can be accessed by pressing SELECT. Talk to Tiga inside the church and then go into the hole that Katt makes. Make your way through the series of caves there and fight the Boss in the end. The enemies in this cave are extremely tough and the Boss is extremely hard. Make sure you have plenty of HP and AP power-up items before you come in here. Once done, you'll watch a short series of events and then it is time for the attack. Go to Claris' house to talk to all of your comrades. Now it's time to enter the Grand Church. Talk to Tiga in Claris' house to start this event rolling. Before you are allowed entrance to the Grand Church, you must say the real name of St. Eva's god (St. Evans). Say the wrong name and you have to fight your way in. Walk up the stairs to the main hall and then watch the events. Afterward, follow the priest and you will get into a fight, so be prepared. During the fight, go to Ryu's Spell Screen and you will see a brand-new dragon. Use it. Go to the black box for the rest of the game.





This is it. You're almost there and victory is a short jump away. Use this to help you complete the game.

Go up the stairs through the entire level. Go up to the top and beat the Boss there. No matter what, do not kill the old man that is in the middle of this Boss. Don't use spells that hit everybody, only the single ones. Kill all three of the eyeball things without killing the old man. Once the place falls down, you need to go to Gate. Before going through, go back to the hole in Bando Church. Go down there and you'll find the Holy shaman. Go to the dragon in the back of the town. After you witness the events, it is time to go get Patty once more. You can't use the bird so you must hoof it back to Cot-Land. You get there only to find that she has left yet again. That's alright though, go to the Wild Cat Restaurant. They give you another hint as to where you need to go: the Thieves' Tomb. Inside, you'll talk to someone who says she went south to a new town. Well, the newest town in the game is yours so head to TownShip and check out all the rooms in your house. You'll find her in one and she'll run off. You must now return to the dragon in the mountain. Talk to the man to set off some events. Afterward, it is time for you to kill the man who is standing there. After the fight, watch some events. Then it is time for you to choose to fight the overwhelming odds in the game. Walk into the cave and go through until you get to the dragon town. A lot of things are revealed to you here. Now when you leave the room you are in, you'll get to play as a very special character. Walk around the town and talk to everyone. Then go back to the house that you first appeared in front of. Walk inside and watch. Once outside, walk back to the town of Gate. Talk to people and then go to the church. Go talk to Ganer and watch. Then walk around and talk to more people. Go back to the church and go upstairs and talk to a strangely familiar boy. Walk back downstairs and watch some more. Now, walk outside and then walk to the back mountains and press the A button on the door. Watch some more and you'll soon come back to your party. Walk around the town and talk with people. Buy a lot of items and then save your game. The sixth and final shaman is in this cave. From here, you're on your own. You are very close now and the final areas should be done by you. Enjoy.



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The waiting is over. Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, " . . . it looks like a winner." Word on the street is that this could well be the best football game – maybe even the best *sports* game – to ever come down the pike.

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Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

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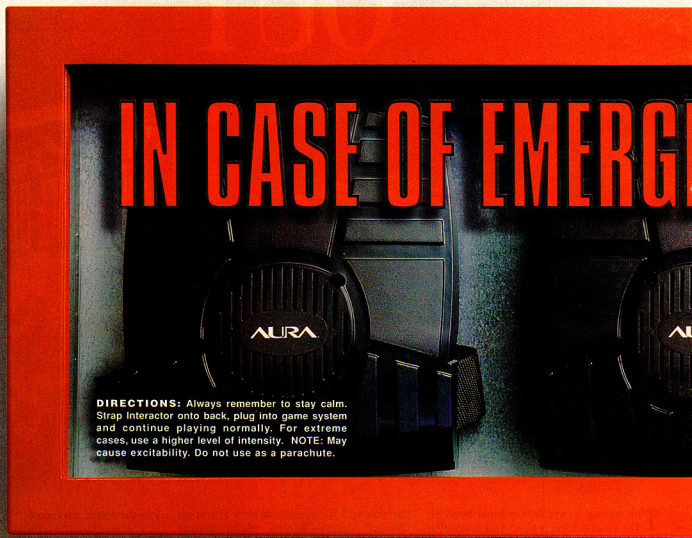
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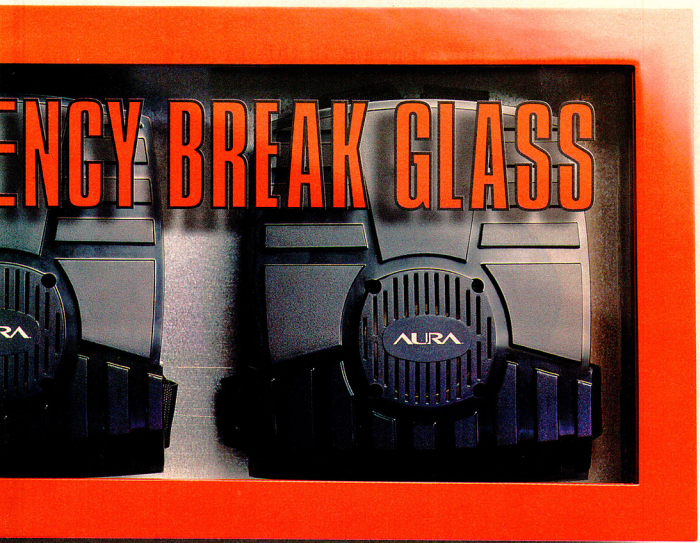
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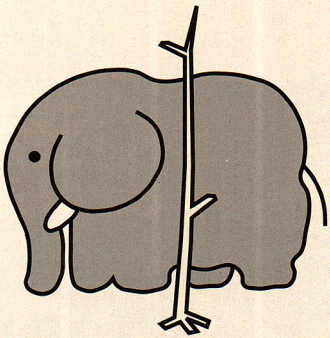


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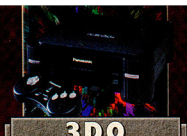


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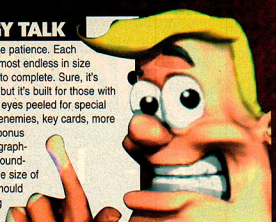


A new kind of hero is heading for your 3DO: Captain Quazar. This gun-toting goodie wants to deal out some serious cartoon carnage in the name of what's right!

STRATEGY TALK

This one will take patience. Each of the stages is almost endless in size and will take time to complete. Sure, it's shoot-'em-up fun, but it's built for those with brains. Keep your eyes peeled for special stuff like invisible enemies, key cards, more ammo icons and bonus areas. With crisp graphics, an excellent soundtrack and maps the size of small cities, CQ should keep you plugging away at the controller for quite some time.

—Jason Streetz



CAPTAIN QUAZAR

ULTIMATE STRATEGY



The main rifle is your basic weapon.



Use the missiles to take out walls or structures.



Grenades can be used to escape tight situations.

ARTILLERY

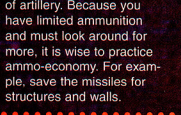
Captain Quazar comes prepared with three types of artillery. Because you have limited ammunition and must look around for more, it is wise to practice ammo-economy. For example, save the missiles for structures and walls.



At the end of each mission, you get the lowdown.

The basics

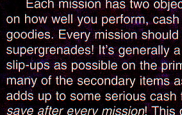
Each mission has two objectives to complete. Depending on how well you perform, cash is awarded to spend on goodies. Every mission should have some superbullets and supergrenades! It's generally a good practice to make as few slip-ups as possible on the primary objectives, and score as many of the secondary items as you can. In the end, it all adds up to some serious cash for the Captain. Remember to *save after every mission*! This game can get extremely difficult at times. A safety net is almost a requirement for this game!



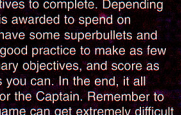
You have a wide variety of weaponry in the armory.

INTERROGATION

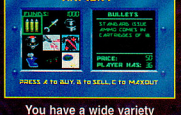
A crucial factor in completing missions is interrogating foes on the battlefield. Often, you will need access codes or hints in order to reach other areas of the stage. The only way to get this information is to talk to people.



Approach structures like these with guns blazing.



A hostage will go free, once such places are destroyed.

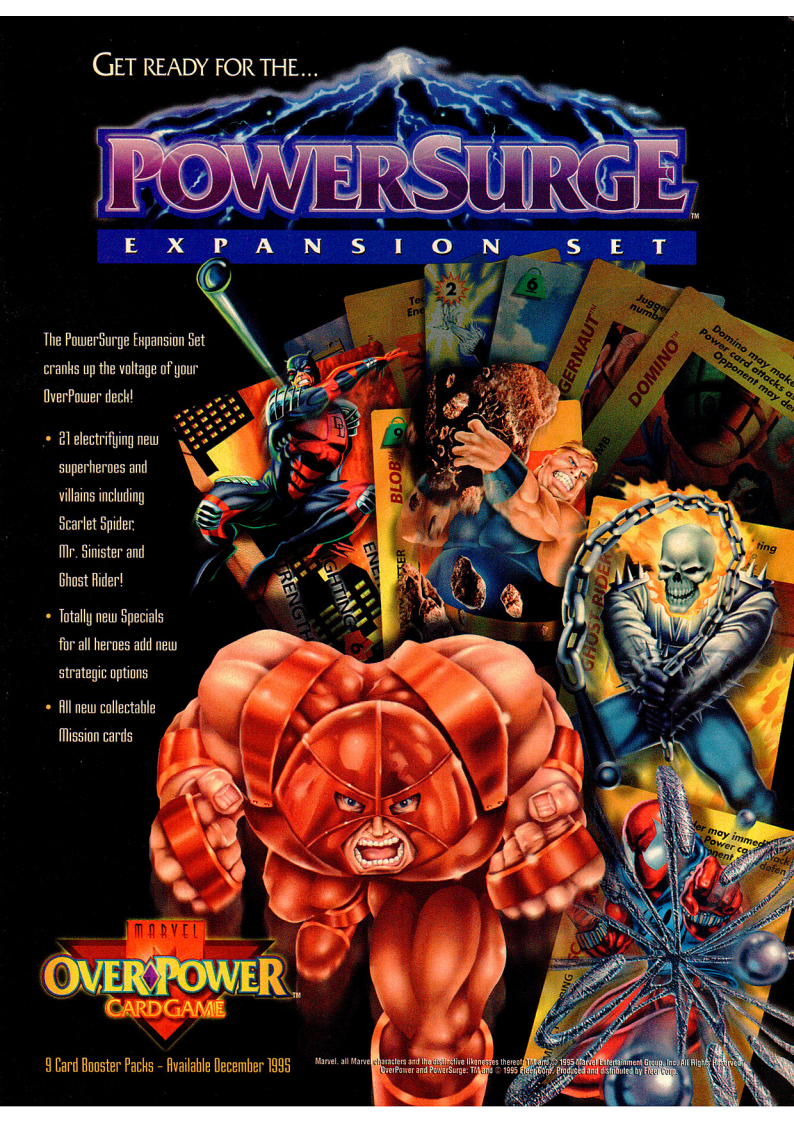


Be sure to listen to *all* the comments thrown your way.

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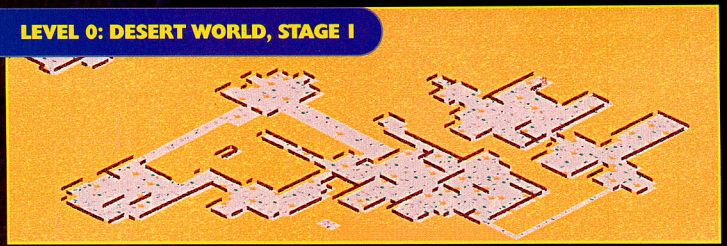
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LEVEL 0: DESERT WORLD, STAGE 1



Your gun is your friend

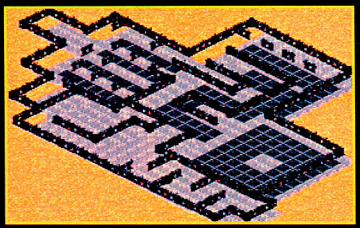
Quazar would be lost without his trusty weapon that can be used to open doors and clear away walls. Although Door Keys can be used to open the sliding metal doors, try a few missiles to do the job. Also, set off explosions by shooting tanks.

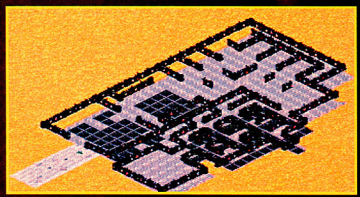


Although keys open the doors, a gun will also work.



Destroying fuel barrels can set off chain-reaction explosions.





Where do they keep coming from?

At more than one juncture, you may find yourself knee-deep in foes while trying to blast a missile. To keep this annoyance from happening, shoot all the houses and structures nearby first, preventing new enemies from appearing.



Shooting the houses stops new foes from appearing.

ICONS AND OTHER NIFTIES



Shoot boxes like these to discover helpful icons.



Fear not. There's always some ammo nearby.

Throughout this stage, you will encounter pockets of crates. Of course, Quazar should shoot everything in sight, including these cute boxes. More often than not, you will find ammunition, health and power-up icons within.

Ration the icons you will need later. For instance, collect all the ammo shells you want without worrying about maxxing out any time soon. However, health icons will do nothing for a recovered character, so leave it there for later.

OBJECTIVE STRATEGY



FIND AND DESTROY ALL SPICE ROCKETS

There are nearly 30 rockets located throughout this stage. Each must be destroyed before it launches. If too many slip by, you will lose the mission. Keep in mind that the missile starts its launch sequence the first time it appears "on-screen." Ignited missiles will launch in about seven seconds from the time you first encounter them. It is crucial to destroy them as soon as you spot them! Destroy all the big blue vats, too.



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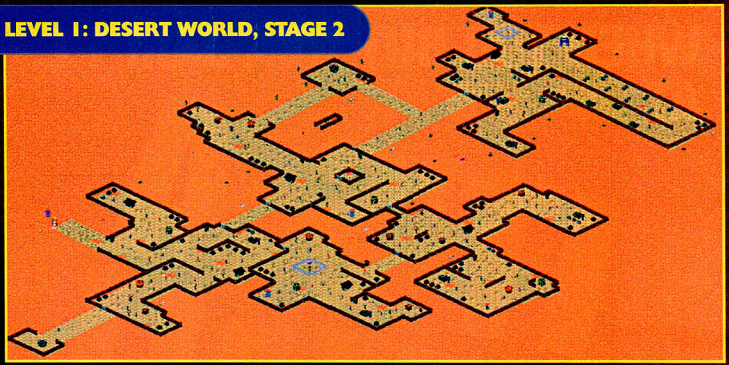
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LEVEL 1: DESERT WORLD, STAGE 2



OBJECTIVE STRATEGY



FREE THE SLAVES FROM THEIR HUTS

Locate the color-coded keys hidden throughout the stage and match them with the huts. Simply walk into the door of the hut. If you have the correct key, a slave will come running out. Go to the next slave.



DON'T BOTHER PROTECTING THEM

Sure, you're the good guy out to save the galaxy...but don't waste your time trying to protect the slaves. They're invulnerable and disappear once off-screen. In the preproduction version, they run through walls.

Search and you shall receive

Although some keys are easy to find, others are not. Furthermore, some of them are protected by electric fields. Scour the nearby area for field cards and more hidden keys. Who knows, you may turn up a gem or two for cash!



Cute little gems like these can be found hidden about.



You'll need that key to free the slaves. Go find a field card.

Be thorough

Free some slaves, gak the nasties. Simple, right? Sure, if you know all the passcodes and don't want to get paid. Blast all the processing stations for bonus cash and question prisoners to learn the passcodes for the transporter devices.

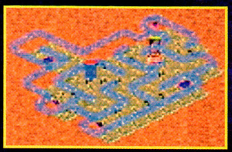


Prisoners assist your search for transporter codes.



Machines like these count as secondary objectives.

KEEN BONUS STUFF



As hinted at by the enemies, there's a bonus area known as the electro-maze. Careful footwork will be required to clear this area. Be warned: Once in, there's no turning back!

ICONS AND OTHER NIFTIES



Superbullets will come in very handy.

In this stage, you will encounter several caches of hidden superammo. These bullets are great for blasting the enemy, but can easily destroy nearby structures if you're not careful (like huts with slaves in them).



Most of the keys are hidden in boxes and crates.

Keep up your search for icons in boxes, and you will encounter the occasional color-coded key. Match the keys to the appropriately colored doors to free the slaves. These keys are hidden in structures and on enemies.

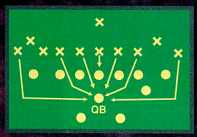
What's Your Dream Play?

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Stacey Flaherty

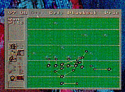
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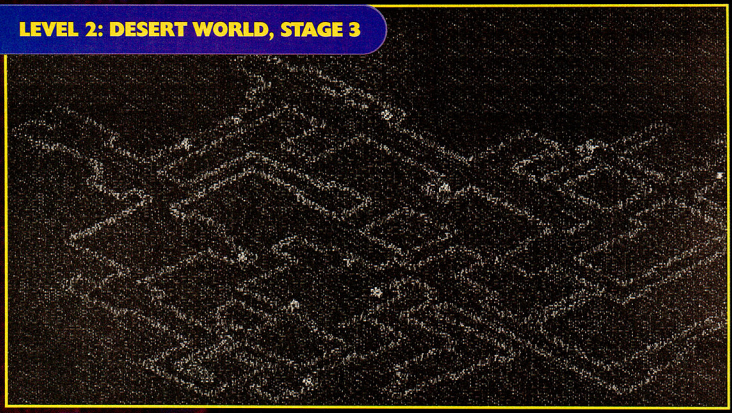
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SUPER NINTENDO ENTERTAINMENT SYSTEM

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LEVEL 2: DESERT WORLD, STAGE 3



OBJECTIVE STRATEGY



FIND AND DESTROY ALL SPICE MACHINES

Each refining station is composed of two parts: a large green thing and a vat processor. Each takes a missile or two before going down. Be sure to look around carefully for these.



FIND AND DESTROY ALL TUNNEL DRILLERS

Don't try to outrun them or shoot them head-on. If you can, secure yourself behind a nearby object or wall to lob grenades at their backs. Be careful, approaching drillers directly is deadly.

Illumination

In addition to the flaring of your gun as it fires, be sure to use the lightposts for illumination. Be careful, though, for these lightposts can be shot and destroyed. Of course, this would lead to a difficult situation, with no light in the area except when you light up the gun. Try to avoid hitting the lights to save yourself some big ammo costs in the end.

What good is it?

If you're careful, you will locate several invisibility potions. These are generally located near some difficult situations. Use them to your advantage and clear through some of the enemy-infested, obstacle-strewn corridors. Be light on your feet, though. The effect of one such potion wears off very quickly and could leave you in a very compromising situation.



The lightposts don't provide as much light as you'd like.



Snag the available invisibility potions for the sneak attack.

ICONS AND OTHER NIFTIES



A Field Card would come in handy here.

Many of the areas are partitioned off by electric fields. Like previous levels, the cards required to clear these obstacles are hidden. However, most of the field cards here are actually guarded by large enemies, including the Tunnel Drillers. Needless to say, economy of the field card comes into play in this stage.

BEATING UP THE BOSS



Do *not* try to go in close, as shown above!



Stay at a running distance and lob grenades at him.

Doobah isn't going to come easily. While in his little hovertank craft, he is quite the formidable opponent, launching missiles and artillery at you. Avoid this by running from him for about one screen. Once this far, take a few steps forward and lob a grenade. Repeat.

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LEVEL 4: JUNGLE WORLD, STAGE 1



ICONS AND OTHER NIFTIES



Keep that flamethrower ammo handy.

Either purchase or locate the hidden flamethrower ammo for use on the killer plants. Rather than wasting missiles and bullets, nail 'em with some fire!

Forest ranger–Quazar style?

Not entirely in his ideal environment, the Captain has many unfamiliar terrains to face. Much of the foliage is harmless, save the spitting red plants. Of course, the flamethrower makes short work of them. Other problems include the persistent efforts of all-new enemy types and some infectious swamp areas. There are two depths of waters in the lakes and ponds. The darker blue water is too deep for Quazar to survive in for too long. Limit travel through these areas. Also, the spored green ground infects Quazar with a poison. This poison can only be cured by collecting hidden H icons.



Areas like this need a good dose of shrapnel.



If you get infected, you will need the H icon.

Troubled Waters

Many of the artifacts are located on small islands, surrounded by treacherous waters. To get rid of the sharks, toss grenades into the water at close range. Nearby sharks will be blown to bits!



Step in just far enough to group them, then fire.

OBJECTIVE STRATEGY



LOCATE AND ESCORT AMBASSADORS

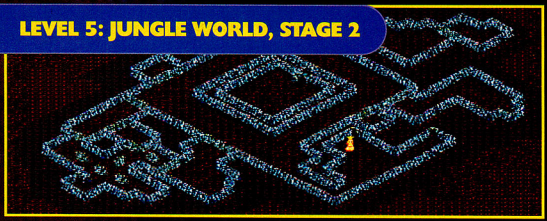
Where there is a star-shaped teleporter, there is an imprisoned ambassador nearby. To make your job easier, clean the area of all enemies and hostile structures. Once done, free the ambassador and escort him to the teleporter pad.

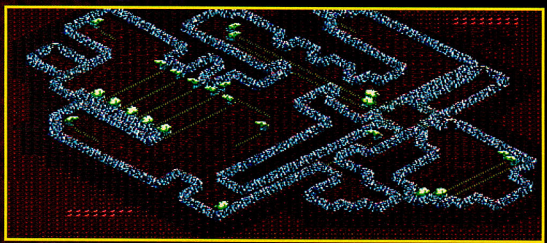


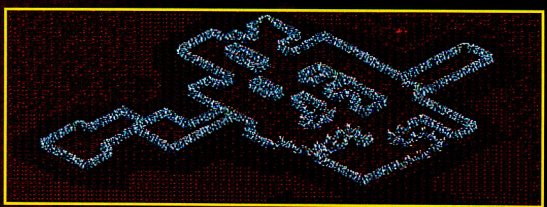
LOCATE STOLEN ARTIFACTS

While rummaging about the forest for the ambassador prisoners, be sure to snag all the secondary objectives you find: stolen artifacts. As mentioned, many of these are hidden or heavily guarded by sharks or other dangers.

LEVEL 5: JUNGLE WORLD, STAGE 2







Brains anyone?

To be honest, our preproduction copy of this game didn't explain the purpose of the brain-bowl structures you will find on the second and third floors. They take damage, so it's our guess that it's to your advantage to shoot 'em!



What are they? Who knows! Shoot them.

The bigger they are...

Some hefty opposition lurks about. Keep plenty of ammo handy. If possible, buy loads of superammunition before entering. It will be useful.



The enemies down here are much more difficult.

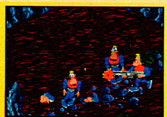
ICONS AND OTHER NIFTIES



Shields make things so much easier.

Hidden at random locations in these cavern structures are shield icons. Use them wisely, because the shield has a time and damage limit. Be sure to keep a few in store for fighting the clones of Quazar.

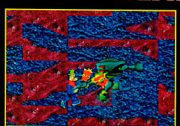
OBJECTIVE STRATEGY



FIND AND DESTROY THE QUAZAR CLONES

Interrogated enemies will tell you that the clones are on the third floor only, but you'll encounter them on the second. The clones have all the attacks and weapons of Quazar, except the spin-style mass attack. Wait for a few of them to group around you, then let them have it with some spinning grenades or missiles. Don't waste your time with bullets unless you have a lot. Take out the clone machines on the third level with grenades.

BEATING UP THE BOSS



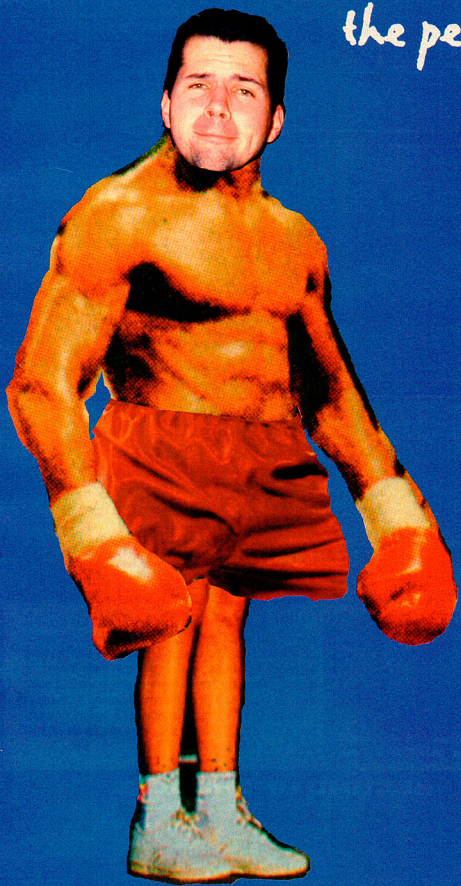
Close attacks like this are nearly suicide.



Remember fighting Doobah? Use the same strategy.

Quazar must confront two walker-style droids on the surface of the caverns. Each has some form of defensive field and a very large rotor-firing weapon of some sort. Do *not* confront these things head-on. Pace yourself as you did when you fought Doobah's hover tank. Use grenades to blast into victory.

How would you design the perfect boxer?







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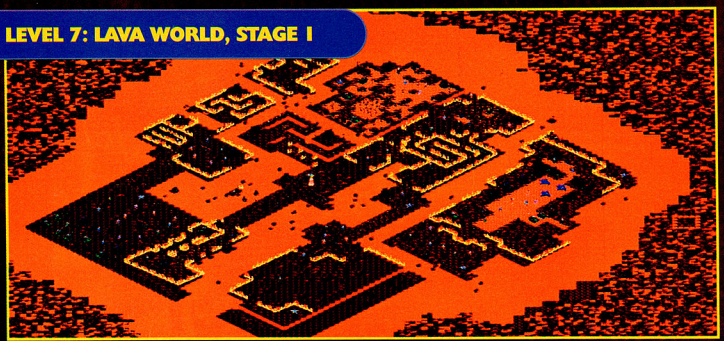
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KIDS TO ADULTS AGES 6+

SEGA SATURN

LEVEL 7: LAVA WORLD, STAGE 1



ICONS AND OTHER NIFTIES



Keep a large supply of superbullets around.

These nasties are a tougher breed than in previous levels. Some of the standard gun-toting lackies can't be harmed by normal bullets! Be sure to load up on all the essential heavy artillery before starting. Also, the terrain is very hostile in this level (as described below). Even the floor can cause damage in certain areas. If you are the adventurous type, or just into survival, look around in some of the foreboding-looking regions for hidden health icons.



In some of the forlorn areas, health is hidden.

Superbaddies

Enemies here are much more difficult to kill. There are some who are not harmed by normal ammo! Don't bother wasting ammo in areas that aren't near transport sites. Save the big guns for clearing away uranium sights.

Watch your step

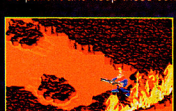
The terrain is your enemy here. Sure, the foes have large guns and take lots of ammo to kill, but many of the regions of the map are instant kills. Boning up on the diagonal control is strongly recommended before getting anywhere in this stage. Much of the map is tricky bridge walking and fire dodging. One false move and it's barbecued Quazar for the nasties. One suggestion for this area is to tweak the diagonal "gravity" in the Options Menu. This will enhance the tightness of diagonal control Quazar exhibits. This will be helpful for some of the one-character-wide bridges and tricky lava raft jumping. Be patient and keep those controller fingers chalked up.

Tanks, Tanks

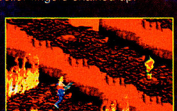
There are plenty of background tanks waiting to be gakked. If you don't have copious amounts of excess ammo, don't bother destroying them. Save missiles and grenades for emergency enemy-clearing situations.



Avoid needless firefights with enemies like these.



Areas like this require phenomenal diagonal control.



Keep a very good distance from the edges of chasms.



Tanks are always fun to blow up.

OBJECTIVE STRATEGY



TRANSPORT ALL URANIUM

Like the ambassador-helping stage, move small pockets of uranium from their rocket casings to the transporter pads. However, there is a time limit from when you acquire the radioactive material to when you drop it off at the transport point. Also, foes shoot at you a lot. Clear the area of all structures and enemies first, like in Stage 4. Carry the volatile material to its destination. Once done, go to the computer terminals to download the information.



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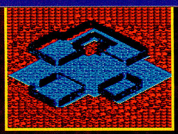
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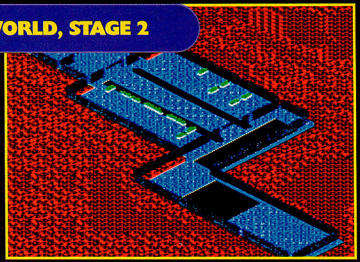
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LEVEL 8: LAVA WORLD, STAGE 2





Electrifying

Don't try any fancy footwork with the electric floors. Although very fast, the floors do have a pattern. Generally, it's as simple as waiting for the opening, and following the holes in the pattern.



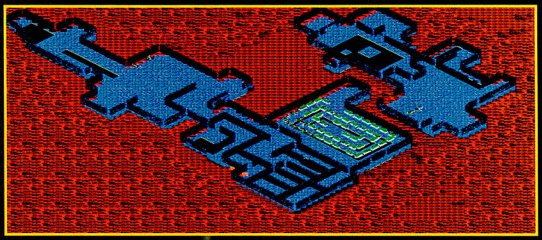
If you slip up, say hello to one toasty Quazar.

Wall doors

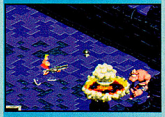
A little lost? Try going straight up from where you start, engage the nasty there, shoot the wall pictured below then walk through it! Now there's some progress!



Hidden doors can be found in some of the walls.



ICONS AND OTHER NIFTIES



Lob a few grenades in the appropriate direction.

You know those really big, gunless uglies who pummel you into the ground? Chuck a few grenades in their general direction. It works wonders.

What a mess

In the final land-based stage, Quazar must locate and activate several door-controlling computers. Utilizing a complex network of teleporter pads and plowing through massive denizens of foes will be required to complete this mission. Each wall door has a corresponding computer that will open it. Be warned, however. Each of these computers are generally located in some out-of-the-way place of the stage relative to the location of the wall door. Trekking across this mess of a stage will involve the occasional nasty encounter by the local uglies. I hope you brought some superbullets with you!



Wall doors have corresponding computers to open them.



It wouldn't be a Quazar mission without some foes.

OBJECTIVE STRATEGY



TRY FEEBLY TO FIND CRIMELORD OX!

Quazar needs to locate Ox. To do this, you will have to solve a complex maze of teleporters and door computers. Consult the above maps!

BEATING UP THE FINAL BOSS



When the green ring surrounds his ship, he has shields up.



Get the icons without losing track of Ox's ship!

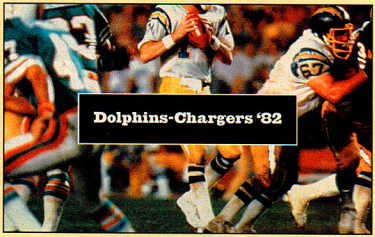


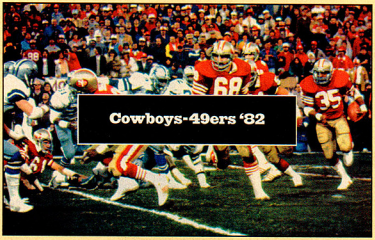
Avoid the blue blackhole things.

Star Control freaks will love this ending stage. Chase Ox's spaceship across a myriad of Asteroids-like cosmic terrain. Avoid the blackholes and other pitfalls while whaling on Ox with torpedoes and basic shots. Remember, let him get too far and you lose a life and have to start over!

The greatest football games of all time.

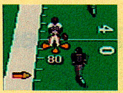








Running. Running. Running. Running out of options? Look behind you. Now you can lateral for a few extra yards. Hopefully.



If the QB doesn't put enough on it, don't panic. Just drop to your knees. Make the catch. And get up and go.



The QB launches one high. Good thing you've got extra leaps like Jerry Rice. With new jumping catches, nothing's goin' over your head.





You can play exhibition. Or you can try to run with the big dogs all season long. A full season with playoffs. And, of course, the Super Bowl.*





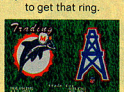
We put the team logos in the end zones. So, now, when you cross the plane in an away game, you know who you scored on.



Hellooooo south-paw. Left-handed quarterbacks like Steve Young give the defense one more little thing to look out for.



Step up into the front office. As general manager, you can trade and sign players. Whatever it takes to get that ring.





So you're defending a speedster. Just jam him at the line. Whatever it takes to remove his wheels.



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Tons of new offensive plays and defensive formations. The kind that could only come from the mind of Madden.



As you step under the punt you smell the bad breath of the special teams guy comin' down on you. No problem. Call fair catch.



Can't go through 'em. Can't go around 'em. Go over 'em. The way Barry Sanders would. And listen to the pads crack below you thanks to ear-drum banging sound effects sampled from the actual field.







You get the real teams on the field, and in the booth. In addition to the man himself, we bring you the rest of the broadcast team. Pat Summerall and Lesley Visser.





We put the players' numbers on their jerseys this year. So you know where to look for the license of the truck (Bam Morris) that just ran you over.

The new Combine option is a game within the game. Create yourself. Go through a battery of NFL skill tests (with scouts watching). And pray you make it on draft day.



This is not a game. It's a monument to the NFL®. A gold standard authored by the man himself. John Madden. The ultimate judge. Kicks off soon on Sega™ Genesis™, Super NES®, Game Gear™ and Game Boy®. To order, visit your local retailer or call 1-800-245-4525. Or see us at http://www.ea.com/easports.html

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STRATEGY TALK

We hit pay dirt this month with tons of exclusive pictures and secrets that surround the new MK3. What was intended as a simple upgrade is quickly setting a whole new trend of Mortal Mania. On the surface, it may appear that UMK3 isn't too different; however, when players check out all the hidden characters, secrets, codes and moves, they'll be able to tell the difference. A lot of the gameplay has been revamped as well, with different damages and adjustments to existing moves. The game will continue to be hot because of the numerous playable characters that are hidden inside. This may only be an upgrade, but it sure packs a big punch.

—The Sushi Clan

ULTIMATE MORTAL KOMBAT 3

PLAY THROUGH REWARDS

There are 12 symbols in all to choose from when you beat the game. Which group you pick from depends on what level you were playing on when you beat the game. For example, when you beat the game on novice. you get to choose from the first four.

SYMBOL MEANINGS:

Dragon: Tournament Outcome
MK: Galaxian
Yin-Yang: Ermac Battle
3: Noob Saibot Battle
?: Random Prize
Lightning: Fatality Tour One
Goro: Fatality Tour Two
Raiden: Fatality Tour Three
Shao Kahn: Noob/Ermac Battle
Skull: Classic Endurance
?²: Mega Endurance
?³: Supreme Demonstration



OTHER FEATURES & SECRETS!

UMK3 has several very new features. Some of the latest improvements include a blue portal background when you find the Ultimate combat code. The endurance matches are back (The big E on each of the different paths), and combos can now be started from a jump punch. Also, there are tons of secrets, especially one associated with the "Toasty Man!"







NEW STAGE FATALITY



Simply do any character's current stage fatality on the Hell Stage to watch the effect on this new background!

VS. SCREEN CODES

KOMBAT ZONES:

Desert: 3-3-0-0-3-3
Hell: 6-6-6-4-4-4
Tower: 0-9-1-1-9-0
Subway: 8-8-0-0-8-8
Noob's Domain: 0-5-0-0-5-0
Hidden Portal: 9-3-3-9-3-3

NEW OPTIONS:

Silent Kombat: 3-0-0-3-0-0
Version Number: 9-9-9-9-9-9
Sans Power: 0-1-0-0-1-0

Throwing Encouraged: 8-8-0-0-8-8



Note: All moves and information were taken from a prototype version and are subject to change without notice.

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NYR NOT YET RATED

FINISHING MOVE TOUR

FRIENDSHIP



ANIMALITY





BABALITY





FATALITY













Note: All moves and information were taken from a prototype version and are subject to change without notice.

HEY FAT BOY,

THIS YEAR KEEP THE SOCKS AND GIVE ME SEGA CHANNEL OR "RUDOLPH BURGERS" HIT THE GRILL GET ME?

LOVE,
BOBBY



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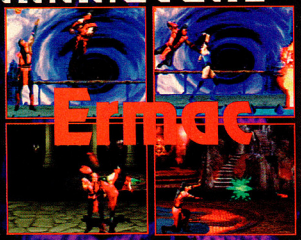
GET HOOKED IN.

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KOMBAT CODE CHARACTERS



SPECIAL MOVES
Fireball: D, DB, B+LP
Teleport Punch: D, DB, B+HP
Inviso Slam: B, D, B+HK
COMBOS
Combo Starter (two-hit): LK, LP
Auto Combo (five-hit): HP, HP, B+LP, HK, LK
Air Juggle 2 (four-hit): HP, HP, B+LP, D, DF, F+HP
Chain Combo (seven-hit): HK,LP, jump kick, Teleport Punch, Inviso slam, HP, Fireball.





SPECIAL MOVES
Sai Throw (in air also): Hold HP for three seconds and release
Roll: B, B, D+HK
Drop: F, F+LK
COMBOS
Chain Combo (six-hit): HP, HP, B+HK, B+HK, U+LK, D+HK
Roll Combo (five-hit): Jump kick, Roll, HP, Roll, HK
FATALITY
The Old Man Eater: D, F, D ,F+LP





SPECIAL MOVES
Ice Blast: D, DF, F+ LP
Ground Ice : D, DB, B+LK
Slide: B+ (LP+BL+LK)
COMBOS
Auto Combo and kick (six-hit): HP, HP, D+LP, D+HP, jump kick, Slide
Kick Combo (four-hit): HP, HP, B+LK, B+HK Chain Combo (seven-hit): Ice Blast, Jump Kick, Ground Ice, turn around punch into the auto combo with a jump kick and slide as mentioned above



OTHER HIDDEN CHARACTERS



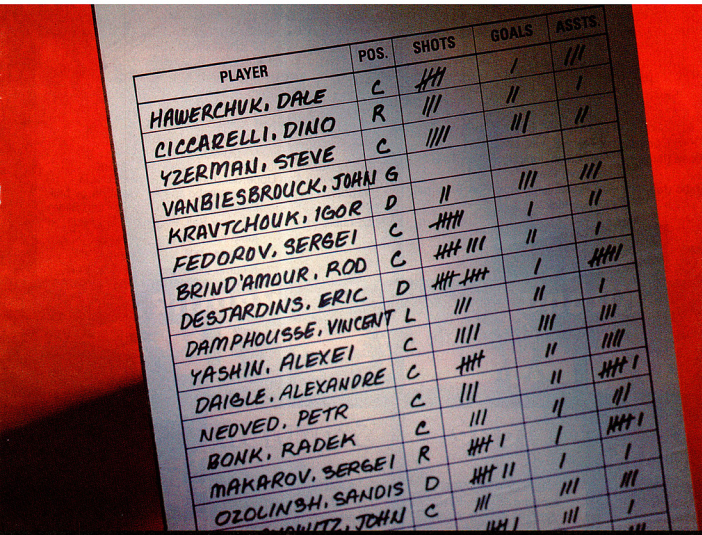


There are at least two more hidden characters. Human Smoke and another ninja named Rain are playable...somehow!

There are two other hidden characters, but they won't be on the Character Select Screen. As hinted earlier, Smoke returns in human form along with another ninja named Rain. Both are playable through some technique, but it leaves you to wonder whether Noob Saibot can be controlled. (See left)



Note: All moves and information were taken from a prototype version and are subject to change without notice.



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He's on fire!



Sharpen your skills!



Big Save!

2 ON 2 MIDWAY OPEN ICE CHALLENGE

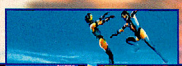
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ONLY IN ARCADES

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SPECIAL MOVES
Fan Raise: B, B, B+HP
Fan Toss: F, F, + (HP+LP)
Square Wave Punch: D, DB, B+HP
COMBOS
Fan Slice (four-hit): HP, HP, B+LP, F+HP
Kick Combo (four-hit): HK, HK, LK, B+HK
Fan Raise (three-hit): Fan Raise, jump kick, Fan Toss, Square Wave Punch
Mega Combo (four-hit): Fan Raise, jump kick, Fan Toss, run, HP, hop kick





SPECIAL MOVES
Acid Spit: F, F, HP
Fast Energy Ball: F, F, + (HP+LP)
Slow Energy Ball: B, B, (HP+LP)
Slide: B, LP + BLK + LK
Dash and Elbo: B, F, LK
Invisibility: U, U, D, HK
COMBOS
Auto Combo (four-hit): HP, HP, HK, B+HK
Double Arm Uppercut (three-hit): HP, HP, D+LP
Ball Juggle (seven-hit): Do combo above, Fast Energy ball, HP, (Dashing Elbow and uppercut) or (jump kick and Slide)
Ball Bobble (seven-hit): Energy Ball, HP, HP, Energy Ball, HP, jump kick, Slide
FATALITY
Super Tongue Lash (jump distance): B, B, F, D, BLK



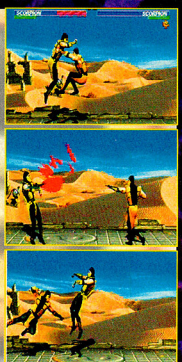


Jade

SPECIAL MOVES
Upward Star: B, F+HP
Straight Star: B, F+LP
Downward Star: B, F+LK
Glowing Kick: D, DF, F+LK
Projectile Protection: B, F+HK
COMBOS
Staff Twirl (four-hit): HP, HP, D+LP, D+HP
Kick Combo (four-hit): HK, HK, LK, B+HK
Chained Combo (seven-hit): HP, HP, D + LP, LK, HK, B+LK, B+HK
FATALITY:
Staff Impale (close): Run, Run, Run, Blk, Run

Scorpion

SPECIAL MOVES
Spear: B, B+LP
Teleport Punch: D, DB, B+HP
Air Throw: tap Block in air
COMBOS
Axe Slice (four-hit): HP, HP, HK, B+HK
Mega Combo (seven-hit): turn around kick, Teleport Punch, Spear, HP, HP, HK, B+HK
Multikick (five-hit): HK, HK, LK, LK, B+HK
Elbow Upper (three-hit): HP, HP, U+LP
FATALITY
Original Toasty (outside sweep distance)—D,D,U,HK



OLD CHARACTERS REVISED

Besides the obvious addition of new characters, backgrounds, etc., some of the original MK3 crew have undergone some big changes. A few characters have a new move or combo, but a lot of others have changed. Cyrax can only have two grenades on the screen. Sub-Zero's Ice Clone disappears if blocked. Shang Tsung's morph announces the character you turn into.



Stryker has a new gun move (B, F, HP) that can be used with his old air combo. After you knock him/her up, do the gun, run in for a High Punch and do a Baton Throw.



Kano's new roll sends him up on an angle that looks like Blanka's. (F, D, F, HK)



Some moves and damage have been altered to balance the characters.

Both Sonya and Liu Kang have air juggle combos. Liu: HP, HP, B+LP, Hop Kick, Air Fireball, Fly Kick
Sonya: HK, HK, HP, HP, U & LP, Square Wave Punch



Note: All moves and information were taken from a prototype version and are subject to change without notice.

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SATURN

SOLAR ECLIPSE









STRATEGY TALK

This game hides behind a mask because there is more to it than flying blindly through the level.

There are dozens of hidden levels throughout this game. Many of them can be accessed through codes, but others are discovered by flying through some obscure nooks and crannies. You can die while flying in these bonus levels, but they're a good opportunity to obtain extra lives and power-ups.

In this guide we will give you a general idea of how to access these hidden levels. However, we will leave the majority of the secrets up to you to find.

—Ron Marciniak













UNDERSEA LEVEL!!!

The first hidden level is very easy to get to, and requires that you simply beat the first Boss in record time. Once in the level, try flying underneath the water for a cool effect.





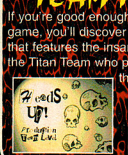
You can get power-ups by not only shooting specific objects in the levels but by also destroying enemy formations.





TEAM TITAN LEVEL!!!

If you're good enough to beat the game, you'll discover a new level that features the insane dudes of the Titan Team who programmed this game.





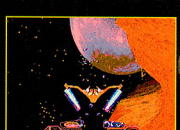


Blow away the digitized programmers' heads.

Don't just think your squadron mates are talking for the hell of it. No sir, they can provide you with valuable hints. Also, your On-board Tactical Computer (OTC) feeds you tactics concerning the defeat of certain enemies. *So listen up!*







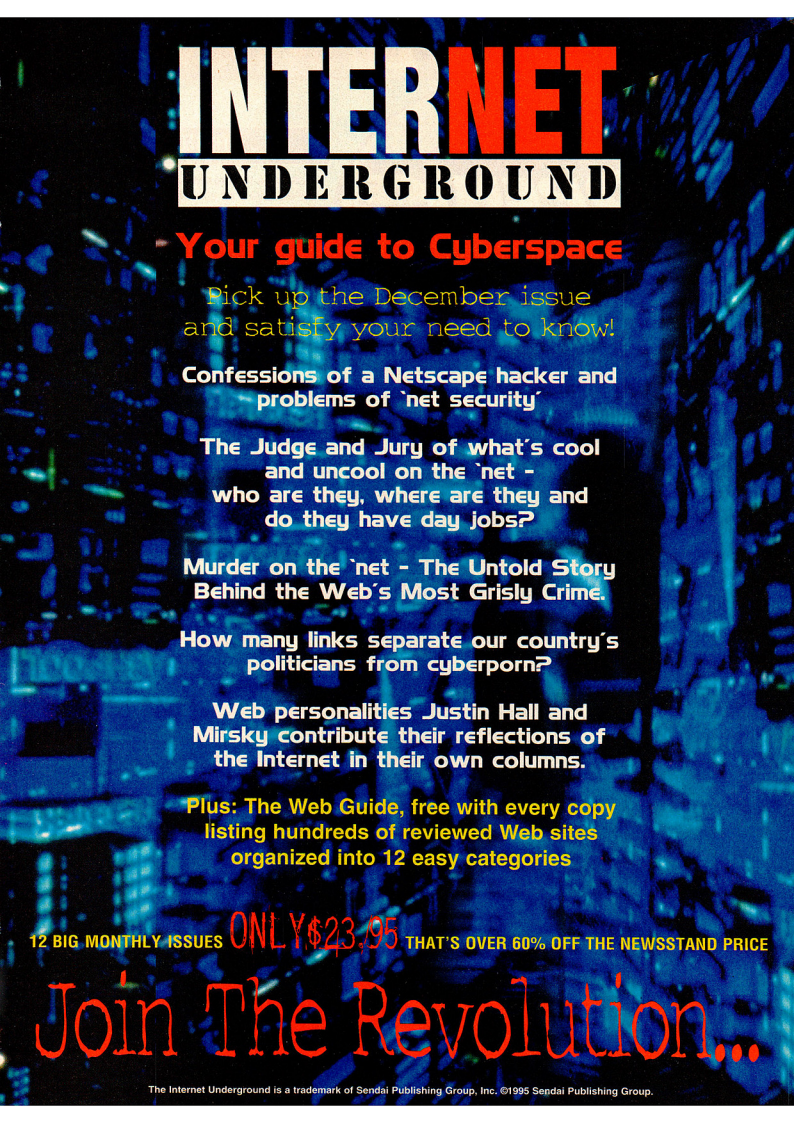
By double tapping either the Left or Right button, you'll make your ship roll 90 degrees, which is useful in very tight situations. Also, tapping both the Left and the Right buttons will level your ship out.



COW KILLER LEVEL



This hidden level exists somewhere in the game. Its whereabouts is a mystery. You can get to it by taking a detour in one of the mission levels.


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STRATEGY TALK

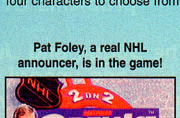
Open Ice is the next Midway sports title, and it is modeled quite a bit after NBA Jam. Jack Haeger, Ken Fedesna, Mark Penacho and the rest of the team who worked on this game are all extremely enthusiastic about the NHL and are very happy with the results of this two-on-two hockey game. Will it do for hockey what Jam did for basketball in the arcades? Hard to tell at this point. However, the timing for the release of this game was spectacular: right at the start of the hockey season. Every detail was examined in this game, especially the goalies' stances and masks. Jay Cohen, one of the most well-known refs in the NHL is the referee in the game, and Mike Waldron is the universal skater. All the 26 NHL teams are here and six or seven teams have four characters to choose from instead of the normal three.

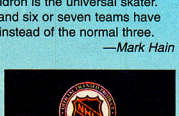
—Mark Hain





Pat Foley, a real NHL announcer, is in the game!





Open Ice is the first ever NHL licensed arcade game!

TRICKS



NBA Jam was known for its secrets (besides straight-out fun). Big head, mammoth head, secret characters, etc., were all a part of the game. Open Ice is no different. At press time, we can give only four secret character codes. There are also codes to give characters big heads, your goalies big heads, force your opponent to have squashed heads and play with a huge hockey puck. Look to future issues for more codes to the 70+ secret characters!



Little Haeger is one of the best special characters!



Little Fedesna is faster than Haeger, but not as accurate.

Special Characters:

Little Haeger:
(Jack Haeger's Son)
JAH–Jan 6

Little Fedesna:
(Ken Fedesna's daughter)
JKF–Feb 25

Gordy Howe:
(Mr. Hockey)
G H–Mar 31

Beach:
(Open Ice Model)
HAB–Mar 24

Eddie Ferrier:
(Playtester)
EF–Jun 10

***All old characters from Jam work, like Boon, etc...**

*All moves performed on a prototype machine and are subject to change

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We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					MYSTERY
		E				
P	I	N	C	H	W	WORD
	R					
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND.....R	PRESS .....E	DREAM ....O
CRUSH I	SCORE .....H	SLANT L	CHASE.....P

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The Track Mode gives you helpful hints and tips.

The turbo colors are more unique than those found in Jam.





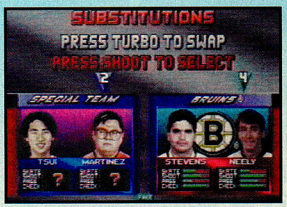
He's on fire! The hot puck works different than in Jam. Every time you shoot, hit or steal, it raises your *hot* bar!



There are several super shots, like the shadow shot!

Some teams have four characters instead of three.





Open Ice has Special Teams just like Jam, and they're just as hard!

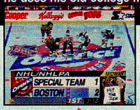






Jack Haeger is the all-time goalie for the special teams, and he uses his old college mask!











TRICKS

One of the best features of the codes is the ability to use several codes at the same time. Codes are used either when the helmets clash at the beginning or sometimes before the referee drops the puck on the ice. Breaking the "boards" is also a heck of a lot easier in this game, although you can only do it in one place. Slam into the lower-left corner (top right pic).









All moves performed on a prototype machine and are subject to change.

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MORTAL KOMBAT III	49.95/30.00
MUTANT CHRONICLES	39.95/20.00
NBA ACTION '96	49.95/25.00
NBA JAM TOURN. EDIT	34.95/14.00
NBA LIVE '96	44.95/30.00
NEW HORIZONS	49.95/25.00
NFL Q-BACK CLUB '96	49.95/25.00
NHL HOCKEY '96	44.95/25.00
PGA TOUR GOLF 2	34.95/14.00
PGA TOUR GOLF 3	49.95/25.00
PHANTASY STAR II	34.95/14.00
PHANTASY STAR III	34.95/14.00
PHANTASY STAR IV	49.95/25.00
PHANTOM 2040	39.95/15.00
PITFALL MAYAN ADV	44.95/20.00
POWER RANGERS	44.95/20.00
PWR RANGERS MOVIE	49.95/25.00
PRIMAL RAGE	44.95/25.00
PRIMETIME NFL F/B	49.95/30.00
PUNISHER	29.95/12.00
RADICAL RACING	39.95/20.00
RADICAL REX	39.95/20.00
RBI BASEBALL '95	49.95/25.00
RISE OF PHOENIX	54.95/30.00
RISE OF ROBOTS	39.95/20.00
ROAD RASH 2	39.95/15.00
ROAD RASH 3	44.95/20.00
ROCK 'N ROLL RACING	34.95/14.00
ROM. 3 KINGDOMS 2	34.95/14.00
ROM. 3 KINGDOMS 3	44.95/20.00
ROM. 3 KINGDOMS 4	54.95/32.00
RUGBY WORLD CUP '95	34.95/14.00
SAMURAI SHODOWN	39.95/15.00
SATURDAY NIGHT SLAMMASTERS	39.95/18.00
SHADOW OF YSERBIUS	44.95/24.00
SHINING FORCE	34.95/14.00
SHINING FORCE II	49.95/25.00
SIDE POCKET	39.95/15.00
SONIC & KNUCKLES	34.95/14.00
SONIC HEDGEHOG	14.95/3.00
SONIC HEDGEHOG 2	14.95/3.00
SONIC HEDGEHOG 3	29.95/12.00
SONIC SPINBALL	19.95/8.00
SORCERER'S KINGDOM	39.95/15.00
SPIDERMAN(ACCLAIM)	44.95/20.00
SPOT GOES TO HOLLY	39.95/20.00
STAR TREK DEEP SP 9	44.95/25.00
STAR TREK TNG	34.95/14.00
STREETS OF RAGE 3	34.95/14.00
SUPER COLUMNS	39.95/20.00
SUPER OFF ROAD	39.95/14.00
SUPER ST. FIGHTER II	34.95/14.00
TAZ ESCAPE MARS	34.95/14.00
TECMO SUPER BOWL 2	44.95/20.00
TECMO SUPER BOWL 3	49.95/30.00
TECMO SUPER HCKY	34.95/14.00
TMNT TOURN FIGHT.	29.95/10.00
THEME PARK	39.95/20.00
TNN BASS TOURN.	49.95/25.00
TOEJAM & EARL 2	34.95/14.00
TOP GEAR 2	44.95/20.00
TOUGHMAN BOXING	39.95/18.00
TRIPPLE PLAY BASE'96	34.95/15.00
TRUE LIES	44.95/20.00
UNCHARTED WATERS	39.95/15.00
URBAN STRIKE	39.95/20.00
VECTROMAN	44.95/25.00
VIRTUAL BART	34.95/14.00
VIRTUA RACING	34.95/14.00
VR TROOPERS	44.95/24.00
WARLOCK	34.95/15.00
WEAPON LORD	54.95/30.00
WING COMMANDER II	54.95/30.00
WOLVERINE	39.95/18.00
WORLD HEROES	29.95/12.00
WORLD SERIES '95	34.95/14.00
WWF ARCADE	49.95/30.00
WWF RAW	34.95/14.00
X MEN 2 CLONE WARS	34.95/14.00

SEGA SATURN

Title	We Sell Used / We Buy
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3D BASEBALL	44.95/22.00
AFTERMATH	39.95/20.00
ALIEN TRILOGY	44.95/24.00
ALONE IN THE DARK 2	49.95/30.00
ASTAL	34.95/14.00
BASKETBALL '95	44.95/20.00
BATMAN FOREVER	49.95/25.00
BATTLETECH GRAY DEATH LEGION	49.95/30.00
BIG HURT BASEBALL	44.95/24.00
BLACKFIRE	49.95/25.00
BLAZING DRAGONS	49.95/25.00
BRAINDEAD 13	44.95/24.00
BRUTAL 2210	44.95/24.00
BUG	34.95/14.00
CAESAR'S WORLD	44.95/24.00
CANYON RACER	44.95/22.00
CASPER	39.95/20.00
CASTLEVANIA	49.95/25.00
CENTER RING BOXING	44.95/24.00
CLOCKWORK KNIGHT	29.95/10.00
CLOCKWORK KNIGHT 2	44.95/22.00
CONGO	44.95/24.00
CORPSE KILLER	39.95/20.00
CREATURE SHOCK	44.95/22.00
CRIME WAVE	39.95/20.00
CYBER SPEEDWAY	39.95/20.00
CYBERIA	44.95/24.00
D & D TOWER OF DOOM	49.95/30.00
DAEDALUS ENCOUNT.	44.95/24.00
DARK LEGEND	44.95/22.00
DARK SUN	44.95/22.00
DARKSTALKERS	44.95/22.00
DAYTONA USA	34.95/14.00
DEADLY SKIES	39.95/20.00
DEFCON 5	44.95/22.00
DESCENT	44.95/22.00
DRAGONS OF THE SQUARE TABLE	49.95/25.00
ETERNAL CHAMPIONS	44.95/24.00
FIFA INTL SOCCER '96	49.95/30.00
FIGHTING FANTASY	44.95/24.00
GEX	49.95/25.00
GHEN WAR	49.95/30.00
GRAND CHASER	44.95/24.00
GT BASKETBALL	44.95/24.00
HEART OF DARKNESS	49.95/30.00
HIGH OCTANE	39.95/20.00
HIGH VELOCITY	39.95/20.00
HORDE	39.95/20.00
INTL VICTORY GOAL	44.95/22.00
JOHN MADDEN '96	49.95/25.00
JOURNEYMAN PROJ.	44.95/22.00
JUDGE DREDD	44.95/22.00
KINGDOM O'MAGIC	44.95/22.00
LEGACY OF KAIN	44.95/22.00
MAGIC CARPET	44.95/24.00
MAJOR LEAGUE BASE.	44.95/24.00
MAXIMUM SURGE	39.95/20.00
MINNESOTA FATS	39.95/20.00
MORTAL KOMBAT II	44.95/22.00
MR. BONES	39.95/20.00
MYST	34.95/15.00
NBA ACTION '96	49.95/30.00
NBA JAM TOURN. EDIT.	49.95/25.00
NFL Q-BACK CLUB '96	49.95/30.00
NHL ALL STAR HOCKEY	44.95/22.00
OFF WORLD INTER.	39.95/20.00
PANZER DRAGOON	34.95/14.00
PEBBLE BEACH GOLF	39.95/18.00
PRIMAL RAGE	49.95/25.00
PRIMETIME NFL F/B	49.95/25.00
PRIZE FIGHTER	44.95/22.00
PROJECT OVERKILL	44.95/22.00
RAYMAN	44.95/22.00
RETURN FIRE	39.95/20.00
RETURN TO ZORK	44.95/22.00
REVOLUTION X	44.95/22.00
RISE OF ROBOTS 2	39.95/20.00
ROAD RASH	44.95/22.00
ROBOTICA	39.95/20.00
ROMANCE OF THE 3 KINGDOMS IV	49.95/25.00
RUGBY '96	39.95/20.00
SEGA RALLY CHAMP	44.95/24.00
SHINOBI LEGIONS	44.95/24.00
SHOCKWAVE	44.95/24.00
SHREDFEST	44.95/24.00
SIMCITY 2000	44.95/22.00
SKELETON WARRIORS	39.95/20.00
SOLAR ECLIPSE	44.95/24.00
SPOT GOES HOLLY.	44.95/24.00
ST. FIGHTER INTERACT	44.95/22.00
ST. FIGHTER LEGEND	49.95/25.00
ST. FIGHTER MOVIE	39.95/18.00
T MEK	44.95/24.00
VERTIGO	44.95/24.00
VIRTUA COP	44.95/24.00
VIRTUA FIGHTER REMIX	19.95/8.00
VIRTUA FIGHTER 2	59.95/35.00
VIRTUA HYDLIDE	44.95/20.00
VIRTUA RACING	44.95/22.00
VIRTUA STRIKER	44.95/24.00
WING COMMANDER III	59.95/35.00
WORLD SERIES BBALL	44.95/20.00
WORLDWIDE SOCCER	29.95/10.00
WWF WRESTLEMANIA	44.95/22.00
XS SHIELDS UP FIGHT BACK	44.95/20.00
ZOOP	44.95/22.00

Sony PlayStation

Title	We Sell Used / We Buy
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3D BASEBALL '95	44.95/24.00
AIR COMBAT	44.95/20.00
ALIEN TRILOGY	49.95/30.00
ALIEN VIRUS	39.95/20.00
ASSAULT RIGS	44.95/22.00
BALL BLAZER X	49.95/25.00
BATMAN FOREVER	49.95/25.00
BATTLE ARENA TOSHINDEN	44.95/22.00
BATTLETECH	49.95/30.00
BIG HURT BASEBALL	44.95/22.00
BLAZING DRAGONS	44.95/25.00
BRAINDEAD 13	44.95/25.00
CASPER	39.95/20.00
CHAMPIONSHIP POOL	49.95/25.00
CONGO	44.95/20.00
CONV. CITY BALL TOUR	44.95/22.00
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CRITICOM	44.95/22.00
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DARK SUN: SHATTERED LANDS	44.95/24.00
DARK LEGENDS	44.95/24.00
DARKSTALKERS	39.95/20.00
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HARBINGER	44.95/24.00
HARDBALL 5	44.95/25.00
HEART OF DARKNESS	49.95/30.00
HIGH OCTANE	44.95/24.00
INDYCAR RACING	44.95/24.00
JOHN MADDEN '96	49.95/25.00
JOHNNY MNEMONIC	44.95/22.00
JOURNEYMAN PROJ.	44.95/22.00
JUMPING FLASH	44.95/22.00
KILEAK DNA IMPER.	39.95/20.00
KINGDOM O'MAGIC	49.95/25.00
LEGEND OF KAIN	49.95/25.00
LOADED	44.95/24.00
LONE SOLDIER	44.95/22.00
LOST VIKINGS II	44.95/24.00
MAGIC CARPET	44.95/22.00
MANSION OF HID. SOUL	49.95/25.00
MICKEY THOMPSON'S SUPERCROSS	44.95/24.00
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MORTAL KOMBAT III	44.95/24.00
MYST	49.95/25.00
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NBA JAM T.E.	39.95/20.00
NCAA BASKETBALL	44.95/24.00
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POWER SERVE TENNIS	29.95/12.00
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PROJECT OVERKILL	44.95/24.00
PYRAMID INTRUDER	44.95/22.00
RAIDEN PROJECT	39.95/20.00
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RESIDENT EVIL	44.95/24.00
REVOLUTION X	44.95/22.00
RIDGE RACER	39.95/20.00
RIPPER	44.95/22.00
RISE OF ROBOTS 2	44.95/22.00
ROAD RASH	44.95/25.00
ROCK 'N ROLL RACING	44.95/24.00
ROM. 3 KINGDOMS 4	54.95/32.00
RUN & GUN BASKET.	44.95/22.00
SENTIENT	44.95/22.00
SHOCK WAVE	39.95/20.00
SHREDFEST	44.95/22.00
SLAYER	44.95/22.00
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SPACE GRIFFON VF-9	44.95/24.00
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STEEL HARBINGER	44.95/24.00
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STREET FIGHTER ANIM	44.95/22.00
STREET FIGHTER LEG.	44.95/22.00
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WARHAWK	49.95/25.00
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WWF WRESTLEMANIA	49.95/30.00
X COM	39.95/20.00
X MEN	49.95/30.00
XS SHIELDS UP	44.95/24.00

SUPER NINTENDO®

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AEROBIZ SUPERSONIC	49.95/25.00
AIR STRIKE PATROL	34.95/14.00
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BASSIN'S BLACK BASS	49.95/30.00
BATMAN FOREVER	49.95/25.00
BATMAN & ROBIN	44.95/20.00
BEAVIS & BUTTHEAD	44.95/22.00
BIG HURT BASEBALL	49.95/25.00
BLACKTHORNE	39.95/20.00
BOOGERMAN	44.95/22.00
BRAINIES	44.95/22.00
BRAINLORD	44.95/22.00
BRANDISH	44.95/22.00
BRANDISH II	49.95/30.00
BREATH OF FIRE	34.95/15.00
BREATH OF FIRE II	49.95/30.00
BRUTAL	34.95/15.00
BUBSY 2	34.95/14.00
C2 JUDGEMENT CLAY	39.95/20.00
CHRONO TRIGGER	54.95/30.00
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DEMOLITION MAN	44.95/24.00
DEMON'S CREST	29.95/12.00
DONKEY KONG CNTRY	34.95/14.00
DONKEY KONG COUNTRY 2 DIDDY'S KONG QUEST	49.95/30.00
DOOM	49.95/25.00
DRACULA X	44.95/22.00
EARTH BOUND	44.95/20.00
EARTHWORM JIM	39.95/16.00
EARTHWORM JIM 2	49.95/30.00
EMMITT SMITH F/B	49.95/25.00
ESPN FOOTBALL	29.95/10.00
ESPN SPEEDWORLD	44.95/20.00
FATAL FURY 2	29.95/12.00
FATAL FURY SPECIAL	44.95/20.00
FIEVEL GOES WEST	34.95/14.00
FIFA INTL SOCCER '96	49.95/30.00
FINAL FANTASY 2	44.95/22.00
FINAL FANTASY 3	49.95/25.00
FINAL FIGHT 2	29.95/12.00
FLASHBACK	29.95/12.00
FOREMAN BOXING	44.95/22.00
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ITCHY & SCRATCHY	39.95/20.00
IZZY'S OLY. QUEST	44.95/22.00
JOE & MAC 2	34.95/14.00
JOHN MADDEN '96	49.95/25.00
JUDGE DREDD	44.95/22.00
JUNGLE BOOK	44.95/20.00
JUNGLE STRIKE	44.95/22.00
JURASSIC PARK	29.95/12.00
JURASSIC PARK 2	39.95/20.00
JUSTICE LEAGUE TASK	39.95/20.00
KAWASAKI CARIBBEAN	29.95/12.00
KEN GRIFFEY B'BALL	34.95/14.00
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LUFIA 2	49.95/30.00
MAXIMUM CARNAGE	34.95/14.00
MAXIMUM CARNAGE 2	49.95/30.00
MECHWARRIOR 3050	49.95/25.00
MEGAMAN X2	39.95/20.00
MEGAMAN 7	44.95/22.00
MICHAEL AND. RACING	39.95/15.00
MICHAEL JORDAN	29.95/12.00
MICKEY MANIA	34.95/14.00
MICRO MACHINES	39.95/20.00
MIGHT & MAGIC 3	49.95/30.00
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MORTAL KOMBAT	24.95/10.00
MORTAL KOMBAT II	34.95/15.00
MORTAL KOMBAT III	49.95/30.00
MUTANT CHRONICLES	49.95/25.00
NBA JAM	24.95/10.00
NBA JAM TOURN EDIT	34.95/15.00
NBA LIVE '96	49.95/30.00
NEW HORIZONS	49.95/25.00
NFL Q-BACK CLUB '96	49.95/30.00
NHL HOCKEY '96	49.95/25.00
NINJA GAIDEN TRIL.	44.95/22.00
NO FEAR RACING	49.95/25.00
NOBUNAGA'S AMBIT.	49.95/25.00
OBITUS	44.95/20.00
OGRE BATTLE	49.95/30.00
OPERATION EUROPE	44.95/20.00
OVERLORD	44.95/22.00
P.T.O.	44.95/20.00
PAGEMASTER	34.95/15.00
PALADIN'S QUEST	34.95/15.00
PGA TOUR GOLF '96	49.95/30.00
PHANTOM 2040	44.95/20.00
PINBALL DREAMS	34.95/15.00
PINBALL FANTASIES	34.95/15.00
PIRATES DARKWATER	39.95/15.00
PITFALL MAYAN ADV	44.95/22.00
POWER RANGERS	39.95/20.00
THE MOVIE	49.95/25.00
FIGHTING EDITION	49.95/30.00
PRIMAL RAGE	44.95/25.00
RADICAL REX	34.95/14.00
RISE OF PHOENIX	54.95/30.00
RISE OF ROBOTS	44.95/20.00
ROAD RUNNER 2	44.95/25.00
ROBOTREK	34.95/14.00
ROCK 'N ROLL RACING	29.95/10.00
ROM. 3 KINGDOMS 2	44.95/20.00
ROM. 3 KINGDOMS 3	49.95/25.00
ROM. 3 KINGDOMS 4	59.95/34.00
SAMURAI SHODOWN	44.95/20.00
SAVAGE EMPIRE	49.95/30.00
SD GREAT BATTLE	44.95/25.00
SECRET OF EVERMORE	49.95/30.00
SECRET OF MANA	49.95/25.00
SHADOW	39.95/20.00
SIMCITY	39.95/20.00
SOUL BLAZER	39.95/15.00
SPIDERMAN(ACCLAIM)	44.95/22.00
SPOT GOES TO HOLLY	39.95/20.00
STAR FOX	24.95/10.00
STAR TREK DEEP SP 9	49.95/30.00
STAR TREK STARFLEET	49.95/25.00
STREET FIGHTER II	19.95/8.00
STREET FIGHTER II TURBO	29.95/10.00
SUPER BLACK BASS	49.95/30.00
SUPER BONK'S ADV	29.95/12.00
SUP CAESAR'S PALACE	44.95/20.00
SUPER DOUBLE DRAG.	24.95/12.00
SUPER GAME BOY	39.95/20.00
SUP. MARIO ALL STARS	34.95/14.00
SUPER MARIO KART	34.95/14.00
SUPER MARIO WORLD 2 YOSHI'S ISLAND	44.95/25.00
SUPER METROID	24.95/10.00
SUPER OFF ROAD	34.95/14.00
SUPER OFF ROAD BAJA	39.95/15.00
SUPER PUNCH OUT	34.95/14.00
SUPER RBI BASEBALL	39.95/15.00
SUPER RTN OF JEDI	29.95/10.00
SUP. STREET FIGHT 2	39.95/18.00
TECMO SECRET STARS	49.95/25.00
TECMO SUPER BOWL 2	49.95/25.00
TECMO SUPER BOWL 3	54.95/30.00
TETRIS 2	39.95/20.00
TETRIS/DR MARIO	39.95/20.00
THE DUELTEST DRIVE 2	44.95/20.00
TNN BASS TOURN.	49.95/25.00
TOP GEAR	34.95/14.00
TOP GEAR 2	39.95/18.00
TOP GEAR 3000	49.95/25.00
TRUE LIES	44.95/22.00
TURN & BURN	44.95/20.00
ULTIMA FALSE PROPH	34.95/15.00
ULTIMA RUNES VIRT. II	49.95/25.00
ULTIMA BLACKGATE	49.95/25.00
UNCHARTED WATERS	44.95/20.00
UNIRACERS	34.95/14.00
URBAN STRIKE	49.95/25.00
VIRTUAL BART	39.95/18.00
VORTEX	34.95/14.00
WACKY SPORTS CHALL	34.95/14.00
WARLOCK	44.95/20.00
WEAPONLORD	54.95/30.00
WICKED 18	39.95/15.00
WILD SNAKE	39.95/15.00
WING COMMANDER II	54.95/34.00
WOLVERINE	39.95/20.00
WORLD HEROES 2	34.95/14.00
WWF ARCADE	49.95/30.00
WWF RAW	44.95/20.00
X MEN	34.95/14.00
X MEN 2	49.95/30.00
ZELDA III	24.95/10.00

3DO

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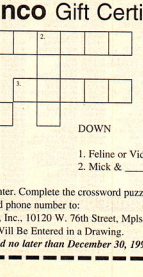
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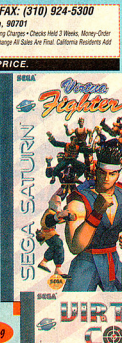


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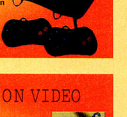
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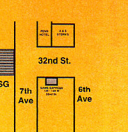
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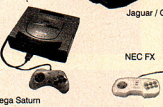
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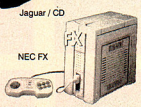
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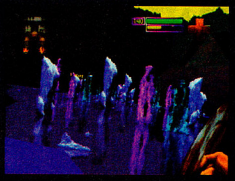
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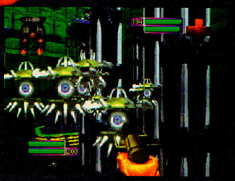
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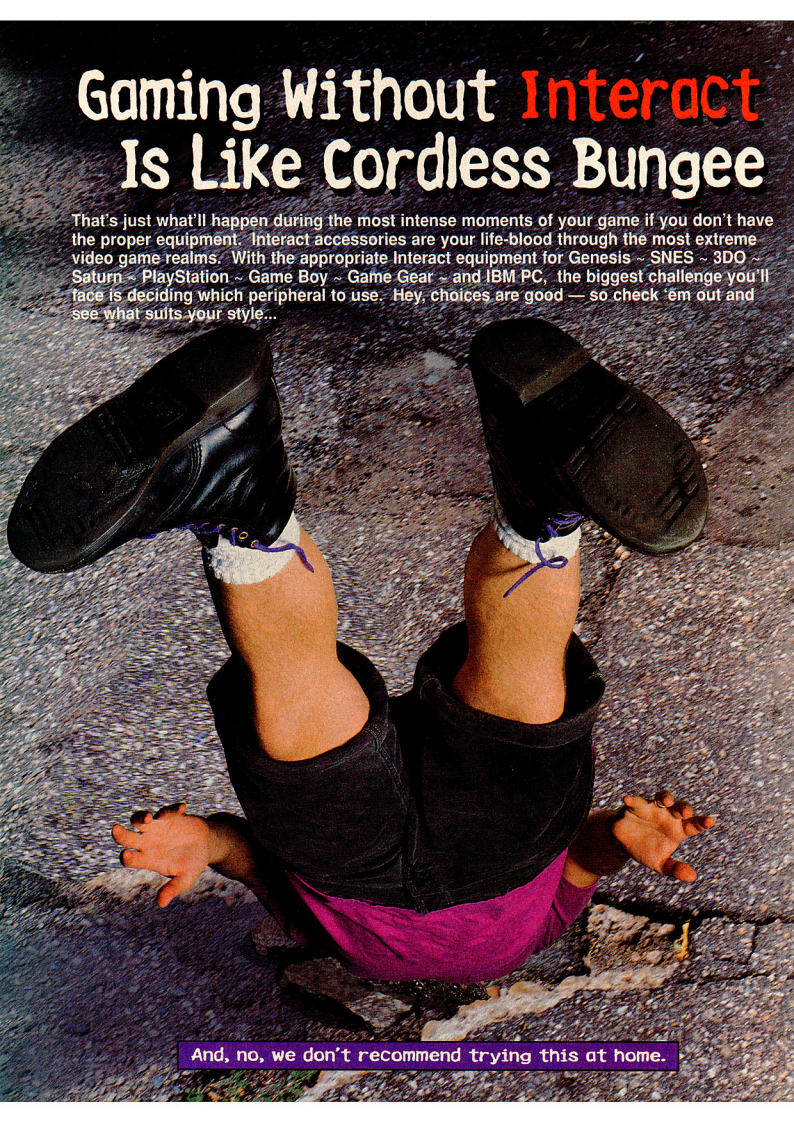
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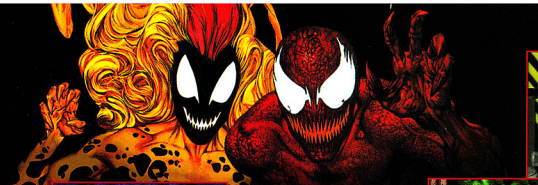
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